

Mischa
Character Name

Adept 1
Primary Level Epic

Secondary Level Epic

Tertiary Level Epic

LEVEL 1
Total d6

HD type Medium
Size

HD type 5 ft./5 ft.
Face / Reach

Elf
Humanoid (Elf)

HD 1
Hit Dice Total Adj. HD type ECL Adj.

Medium Neutral Good
Alignment

4'7" Height
76 lb. Weight
Age

Female Gender
Eyes / Hair / Skin



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XP Total 0
Next level: 1,000 xp

	Ability	Modif	Rolled	Adj.
STR Strength	10		10	
DEX Dexterity	16	+3	14	
CON Constitution	11		13	
INT Intelligence	15	+2	15	
WIS Wisdom	18	+4	18	
CHA Charisma	12	+1	12	

HP Hit Points 6
Adj. ①①①
①①①

AC Armor Class 15 = 10 + 2 + 3 + ...
Armor Shield Dexterity Size Dodge Natural Deflection Other Adj.

SR Spell Resistance

TOUCH Armor Class 13
Adj.

GRAPPLE Modifier = ...
Base Strength Size Feat Adj.

DR Damage Reduction

Flat-Footed Armor Class 12
Adj.

INITIATIVE Modifier +3 = 3 + ...
Dexterity Class Feat Other Adj.

POWER Points

SPD Speed 20' = 30' + -10' + ...
Land Speed Base Gear Other Adj.

SPD Other 0' Adj.

LEADERSHIP Score
Base Adj.

Armor Check -3
Armor Check Penalty

FORTITUDE Constitution = ...
REFLEX Dexterity +3 = ...
WILL Wisdom +6 = ...
Base Ability Class Feat Items Epic Other Adj.

Base Attack Bonus / / / / Adj.

MELEE Attack Bonus = ...
RANGED Attack Bonus +3 = ...
Base Ability Size Epic Adj.

FULL ATTACK Two-Handed Sickie

Range:	Attack Adj:	Total Attack / Damage	Critical
- Slashing	+0	+0	20
	Damage Adj:	1d6	x2

Desc: Similar to the farmer's tool, but strengthened for war. Favored by Druids

Notes:

Ammo

FULL ATTACK Ranged Shortbow

Range:	Attack Adj:	Total Attack / Damage	Critical
60' Piercing	+3	+3	20
	Damage Adj:	1d6	x3

Desc: Two-hand ranged weapon usable while mounted. Cannot benefit from high strength

Notes:

Ammo

FULL ATTACK One-Handed None

Range:	Attack Adj:	Total Attack / Damage	Critical
	Damage Adj:		

Notes:

Ammo

FULL ATTACK One-Handed None

Range:	Attack Adj:	Total Attack / Damage	Critical
	Damage Adj:		

Notes:

Ammo

FULL ATTACK One-Handed None

Range:	Attack Adj:	Total Attack / Damage	Critical
	Damage Adj:		

Notes:

Ammo

FULL ATTACK One-Handed None

Range:	Attack Adj:	Total Attack / Damage	Critical
	Damage Adj:		

Notes:

Ammo

ACTION Points Available

SKILLS	Total	Key Ability	Modifier	Ranks	Feat	Armor	Synergy	Misc
Appraise	2	INT	2					
Balance	0	DEX	3			-3		
Bluff	1	CHA	1					
Climb	-3	STR	0			-3		
Concentration	4	CON	0	4				
Decipher Script	-	INT	2					
Diplomacy	1	CHA	1					
Disable Device	-	INT	2					
Disguise	1	CHA	1					
Escape Artist	0	DEX	3			-3		
Forgery	2	INT	2					
Gather Information	1	CHA	1					
Handle Animal	1	CHA	1					
Heal	8	WIS	4	4				
Hide	0	DEX	3			-3		
Intimidate	1	CHA	1					
Jump	-9	STR	0			-3	-6	
Listen	6	WIS	4		2			
Move Silently	0	DEX	3			-3		
Open Lock	-	DEX	3					
Ride	3	DEX	3					
Search	4	INT	2		2			
Sense Motive	4	WIS	4					
Sleight of Hand	-	DEX	3			-3		
Speak Language	4	INT	2		2	-	-	
Spellcraft	4	INT	2	2				
Spot	6	WIS	4		2			
Survival	8	WIS	4	4				
Swim	-6	STR	0			-6		
Tumble	-	DEX	3			-3		
Use Magic Device	-	CHA	1					
Use Rope	3	DEX	3					

Character Specific Skills

Knowledge - Nature	4	INT	2	2

ARMOR		Leather		Magic:	Armor Check Adj.:	Weight			
Speed Adj:	0	Max Dex:	6	Bonus:	+2	Armor Check Penalty:	Spell Fail:	10%	15 lb.
Desc.: Breastplate & shoulders made of stiffened leather. The rest is made of flexible leather							Notes:		

SHIELD		None		Magic:	Skill Check Adj.:	Weight			
Maximum Dexterity:		Bonus:		Skill Check Penalty:		Spell Fail:			
Desc.:							Notes:		

PROTECTIVE ITEMS	AC	AC Bonus Type	Fort	Ref	Will	Save Bonus Type	Weight

GEAR	#	lb.	GEAR	#	lb.	GEAR	#	lb.
Leather	15		Backpack	2		Pouch of Herbs		
Shortbow	2		Arrows (20)	2	6			
Sickle	2		Flute	1				
			Holly and mistletoe					
			Cloak	1				
			Healer's kit	2	2			
			Healing Salve	8	1			
			Antitoxin	4				
47.06 lb.		Medium	3	-3	-10	366 GP		
Total Weight		Load Class	Max Dex	Chk Penalty	Speed Adj	Total Value		

FEATS	1	=	1	+	0	+		List:	All Feats	√
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Track Use Survival skill to track

SPELLS		Arcane Spell Failure: 10%		Adj.:
Class:	Adept			
Level:	1			
Bonus	Spells/day:	Spells/day:	Spells/day:	Spells/day:
Levels	Spells known:	Spells known:	Spells known:	Spells known:
Spell Level	Spells /day	Save DC	Spells Known	Spells /day
0	3	14		
1	2	15		
2				
3				
4				
5				
6				
7				
8				
9				

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FEATURES Mischa

Racial Traits: Elf
 Immune to Magic Sleep effects
 +2 Save vs Enchantment Spells or Effects
 Low Light Vision
 +2 bonus on Listen, Search & Spot Checks
 Free Search when passing within 5 ft. of hidden doors
 Class Features: Adept 1st
 CHARACTER STATUS
 No errors detected

NOTES

Lang: 4 Common, Elven

ENCUMBRANCE LIMITS					
33.3	66.7	100	200	500	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

MONEY

Platinum:	0 PP
Gold:	0 GP
Silver:	0 SP
Copper:	0 CP

Mischa

Elf, Adept 1st

Medium Humanoid (Elf)

Alignment: Neutral Good

Hit Dice: 1d6 (6 hp)

Initiative: +3

Speed: 20 ft. (4 squares) (Medium encumbrance)

Space/Reach: 5 ft./5 ft.

AC: 15 (+2 Armor, +3 Dex), Touch 13, Flat-Footed 12

Saves: Fort +0, Ref +3, Will +6

Abilities: Str 10, Dex 16, Con 11, Int 15, Wis 18, Cha 12

Base Attack/Grapple: +0/+0

Single Attack:

Sickle: +0 melee (1d6)

Shortbow: +3 ranged (1d6/x3)

Full Attack:

Sickle: +0 melee (1d6)

Shortbow: +3 ranged (1d6/x3)

FEATS

Track

SKILLS

Appraise +2, Bluff +1, Climb -3, Concentration +4, Diplomacy +1, Disguise +1, Forgery +2, Gather Information +1, Heal +8, Intimidate +1, Jump -9, Listen +6, Ride +3, Search +4, Sense Motive +4, Speak Language x4, Spellcraft +4, Spot +6, Survival +8, Swim -6, Use Rope +3, Knowledge - Nature +4

EQUIPMENT

ARMOR WORN: Leather

Leather, Shortbow, Sickle, Backpack, 2xArrows (20), Flute, Holly and mistletoe, Cloak, 2xHealer's kit, 8xHealing Salve, 4xAntitoxin.

LANGUAGES

Common, Elven

TOTAL CHARACTER VALUE

366 GP

NOTES

Racial Traits: Elf

Immune to Magic Sleep effects

+2 Save vs Enchantment Spells or Effects

Low Light Vision

+2 bonus on Listen, Search & Spot Checks

Free Search when passing within 5 ft. of hidden doors

Class Features: Adept 1st

CHARACTER STATUS

No errors detected