

Ophelia Saren (Syren)
Character Name

NG (CN)
Alignment

Race

Gozreh
Deity

Medium
XP Growth Rate

Favored Class Bonuses
3 Bonus HP
Bonus Skills
Other Bonus

Medium M
Base/Current Size
Adult 20
Age Category



Experience Points

Category Filter	Class	HD	Skills	BAB	Fort	Reflex	Will	Level
Base	Vigilante	d8	7	+2	+1	+3	+3	3
Hyb								
Mor								
Totals			32	21	+2	+1	+3	3

ABILITIES

	Score	Modifier	=	Base	Inhance	nherent	Temp.	Penalty
STRENGTH	9	-1	=	9			0	
DEXTERITY	18	4	=	18			0	
CONSTITUTION	16	3	=	16			0	
INTELLIGENCE	13	1	=	13			0	
WISDOM	8	-1	=	8			0	
CHARISMA	16	3	=	16			0	

HIT POINTS

HP Formula: Custom Rolled

Defenses	32 / 32	Health
DR - SR -		
Resistances		Damage
		Temp NonL

SAVES

	Total	=	Base	Ability	Resist	Misc.	Temp.
FORTITUDE	4	=	+1	3	0	0	0
REFLEX	7	=	+3	4	0	0	0
WILL	2	=	+3	-1	0	0	0

DEFENSES

	Total	=	Armor	Shield	Dex	Size	Natural	Deflect	Dodge	Misc.	Temp.
ARMOR CLASS	19	=	4	1	4	0	0	0	0	0	0
FLAT-FOOTED	15	=	4	1		0	0	0			0
TOUCH	14	=	BAB	STR	4	0		0	0		0
CMD	15	=	+2	-1	4	0		0	0		0

SKILLS

	21 / 21	Total	=	Ranks	Ability	Class	Misc.	Temp.	Size & Armor
X Acrobatics	Dex	7	=	1	4	3			-1
X Bluff	Cha	7	=	1	3	3			
X Climb	Str	2	=	1	-1	3			-1
X Diplomacy	Cha	9	=	3	3	3			
X Disable Device	Dex	7	=	1	4	3			-1
X Disguise	Cha	7	=	1	3	3			
X Escape Artist	Dex	7	=	1	4	3			-1
Fly	Dex	3	=		4				-1
Heal	Wis	-1	=		-1				
X Intimidate	Cha	8	=	2	3	3			
Kn. Arcana	Int		=	1					
X Kn. Dungeoneering	Int	6	=	2	1	3			
X Kn. Local	Int	5	=	1	1	3			
Kn. Nature	Int		=	1					
Kn. Planes	Int		=	1					
Kn. Religion	Int		=	1					
X Perception	Wis	5	=	3	-1	3			
X Ride	Dex	3	=		4				-1
X Sense Motive	Wis	3	=	1	-1	3			
Spellcraft	Int		=	1					
X Stealth	Dex	10	=	3	4	3	1		-1
X Survival	Wis	-1	=		-1				
X Swim	Str	-2	=		-1				-1
X Use Magic Device	Cha		=		3				

Saving Throw Notes

Penalty -1 to saving throws vs. fear
Intimidate DC lowered by 1

Armor Class Notes

mAtk	mDmg	Enh.	OFFENSES	Formula Variables	Attacks	Dice	Damage	Crit	Mult	Range	Type
			Dueling Sword	ee Attamage	+6		1d8 + -1	19-20 / x2	-	s	
1			Dagger	ee Attamage	+7		1d4 + -1	19-20 / x2	10	p/s	
			Light Crossbow	eed Attream	+5		1d8 + 2	20 / x3	80	p	
	1		Dagger +1	ee Attamage	+7		1d4 + 0	19-20 / x2	10	p/s	
				ee Attamage	+6		+ -1				

Attack Notes

hidden strike 1d8 (unaware, ally, or FF by Startling Appearance) add +1 to melee damage against FF opponents
or 1d4 (flanked or denied DEX to AC)

Combat Effect Quick Toggles - see Row 123

<input type="checkbox"/> Power Attack	<input type="checkbox"/> Rapid Shot
<input type="checkbox"/> Combat Expertise	<input type="checkbox"/> Two-Weapon Flg
<input checked="" type="checkbox"/> Deadly Aim	<input type="checkbox"/> (Custom Effect 8)
<input type="checkbox"/> Heroism	<input type="checkbox"/> (Custom Effect 9)
<input type="checkbox"/> Haste	<input type="checkbox"/> (Custom Effect 10)
<input type="checkbox"/> Entangled	<input type="checkbox"/> Dazzled
<input type="checkbox"/> Blinded	<input type="checkbox"/> Negative Levels

MOVEMENT

INITIATIVE

Total	=	4	DEX	Misc.	Temp.
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Move	Charge	Run	Ignore Armor?	Flight	average
Base 30	60	120	Ignore Armor?	Flight	average
Climb				Run Multiplier	
Swim				Charge Bonus Distance	

ARMOR AND PROTECTIVES

mSkill	mDex	Enh.	Item	Material	AC	Skills	MaxDex	Spells	Magical Item or Feature	Target	Type	Value
		1	Studded Leather +1		4	0	5	15%				
			Buckler		1	-1		5%				

(To reveal this hidden section, click the arrows in the Row Numbers to the far left edge of the screen) (To hide this row completely, right-click the Row Number and select "Hide")

SPELLCASTING

Vigilante		
Ability:	Charisma	3
Level	Per Day	Known
0		
1		
2		
3		
4		
5		
6		

CANTRIPS/ORISONS	DC 13	1ST LEVEL	DC 14	2ND LEVEL	DC 15	3RD LEVEL	DC 16	4TH LEVEL	DC 17
5TH LEVEL	DC 18	6TH LEVEL	DC 19	7TH LEVEL	DC 20	8TH LEVEL	DC 21	9TH LEVEL	DC 22

B. SKILLS

	6 / 6	Total	=	Ranks	Ability	Class	Misc.	Temp.	Armor
X Appraise	Int	5	=	1	1	3			
Handle Animal	Cha		=		3				
X Kn. Engineering	Int	5	=	1	1	3			
Kn. Geography	Int		=		1				
Kn. History	Int		=		1				
Kn. Nobility	Int	3	=	2	1				
Linguistics	Int		=		1				
X Sleight of Hand	Dex	8	=	2	4	3			-1
Lore:	Int		=		1				
X Perform:	Cha	3	=		3				
X Prof:	Wis		=		-1				

Languages: Common, Aquan, Elven

