

## Yalima

Player: Brian

Female Elf Fighter 7 - CR 6

Neutral Good Humanoid (Elf); Age: 124; Height: 6' 1";

Weight: 127lb.; Eyes: Green; Hair: Grey; Skin: Fair

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	18/20	+4/+5	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	16	+3	
<b>INT</b> INTELLIGENCE	13	+1	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+8 =	+5	+3				
<b>REFLEX</b> (DEXTERITY)	+5 =	+2	+3				
<b>WILL</b> (WISDOM)	+2 =	+2					

Damage Reduction (2/-)

Elven Immunities - Sleep

Elven Immunities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 23 =	+6	+4	+3					

**Touch AC** 13      **Flat-Footed AC** 20

CM Bonus	BAB	Strength	Size	Misc
+12 =	+7	+5*	-	-

+14 Dragging

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+7	+5*	+3	-

27 vs. Disarm; 27 vs. Drag

**HP** 79      Damage / Current HP

**Base Attack** +7      **Initiative** +5

**Speed** 30 ft

**+2 Defending Longsword, Defending**

Mainhand: **+15/+10, 1d8+8**      Crit: 19-20/x2  
Both Hands: **+15/+10, 1d8+10**      1-Hand, S

**Crossbow, Light**

Ranged: **+8/+3, 1d8**      Crit: 19-20/x2  
Ranged, Both Hands: **+10/+5, 1d8**      Rng: 80'  
1-Hand, P

**Shield, Heavy Steel**

Mainhand: **+12/+7, 1d4+5**      Crit: 20/x2  
Both Hands: **+12/+7, 1d4+7**      1-Hand, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+1	DEX (3)	-	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+9	STR (5)	3	
<b>Craft (Weapons)</b>	+7	INT (1)	3	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+1	DEX (3)	-	
<b>Fly</b>	+1	DEX (3)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+4	CHA (0)	1	
<b>Knowledge (Dungeoneering)</b>	+6	INT (1)	2	
<b>Knowledge (Engineering)</b>	+5	INT (1)	1	
<b>Knowledge (Local)</b>	+2	INT (1)	1	
<b>Knowledge (Nature)</b>	+6	INT (1)	1	
<b>Perception</b>	+5	WIS (0)	3	
<b>Profession (Soldier)</b>	+4	WIS (0)	1	
<b>Ride</b>	+5	DEX (3)	1	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Skill Tricks</b>	+0		-	
<b>Stealth</b>	+1	DEX (3)	-	
<b>Survival</b>	+6	WIS (0)	3	
<b>Swim</b>	+7	STR (5)	1	

**Feats, Traits & Flaws**

Armor Proficiency (Heavy)

## Gear

**Total Weight Carried: 118.56/400lbs, Light Load (Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)**

+1 Shield, Heavy Steel	15lbs
+2 Defending Longsword	4lbs
Adamantine Breastplate	30lbs
Artisan's tools: Craft (Weapons) <In: Pouch, belt (14 @ 27.5 lbs)>	5lbs
Backpack (12 @ 27.5 lbs)	2lbs
Bedroll <In: Backpack (12 @ 27.5 lbs)>	5lbs
Belt of Giant Strength, +2	1lb
Blanket <In: Backpack (12 @ 27.5 lbs)>	1lb
Block and tackle <In: Backpack (12 @ 27.5 lbs)>	5lbs
Bolts, Crossbow x20	0.1lbs
Bottle, wine, glass <In: Pouch, belt (14 @ 28.56 lbs)>	
Caltrops x2 <In: Pouch, belt (14 @ 28.56 lbs)>	2lbs
Chain (10 ft.) <In: Backpack (12 @ 27.5 lbs)>	2lbs
Crossbow, Light	4lbs
Explorer's Outfit (Free)	-
Flask <In: Pouch, belt (14 @ 28.56 lbs)>	1.5lbs
Flint and steel <In: Pouch, belt (14 @ 28.56 lbs)>	
Grappling hook <In: Backpack (12 @ 27.5 lbs)>	4lbs
Lantern, hooded <In: Pouch, belt (14 @ 28.56 lbs)>	2lbs
Money <In: Pouch, belt (14 @ 28.56 lbs)>	1.06lbs
Oil (1-pint flask) x3 <In: Pouch, belt (14 @ 28.56 lbs)>	1lb
Potion of Cure Moderate Wounds	-
Potion of Delay Poison	-
Potion of Resist Energy	-
Potion of Spider Climb	-
Pouch, belt (14 @ 28.56 lbs)	0.5lbs
Rations, trail (per day) x5 <In: Backpack (12 @ 27.5 lbs)>	1lb
Rope, silk (50 ft.) <In: Backpack (12 @ 27.5 lbs)>	5lbs
Sack (empty) <In: Backpack (12 @ 27.5 lbs)>	0.5lbs
Shield, Heavy Steel	-
Tanglefoot bag x3 <In: Pouch, belt (14 @ 28.56 lbs)>	4lbs
Waterskin	4lbs

## Unarmed Strike

Mainhand: **+12/+7, 1d3+5** Crit: 20/x2  
Light, B, Nonlethal

## +1 Shield, Heavy Steel

**+4**

Max Dex: -, Armor Check: -1  
Spell Fail: 15%, Shield

## Adamantine Breastplate

**+6**

Max Dex: +5, Armor Check: -1  
Spell Fail: 25%, Medium

## Feats, Traits & Flaws

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Cleave  
Devotee of the Green: Knowledge (Nature)  
Elven Weapon Proficiencies  
Eye of Night (2/day) (Sp)  
Fortified Armor Training  
Improved Drag  
Longfingers  
Lunge  
Martial Weapon Proficiency - All  
Missile Shield

## Experience & Wealth

Experience Points: **35000/51000**  
Current Cash: **37 GP, 9 SP, 7 CP**

## Feats, Traits & Flaws

Power Attack -2/+4  
Shield Focus  
Shield Proficiency  
Simple Weapon Proficiency - All  
Tower Shield Proficiency  
Vital Strike  
Warrior of Old

## Special Abilities

Armor Training 2 (Ex)  
Bravery +2 (Ex)  
Elven Magic  
Low-Light Vision  
Weapon Training: Blades, Heavy +1 (Ex)

## Spell-Like Abilities

Eye of Night (2/day) (Sp)

## Tracked Resources

Bolts, Crossbow

Potion of Cure Moderate Wounds

Potion of Delay Poison

Potion of Resist Energy

Potion of Spider Climb

## Languages

Common  
Elven

Sylvan