

## Szinolin

Player: Orange

**Male Surface-Drow Fighter (Archer) 1/Rogue (Sniper) 2**  
- CL3 - CR 3

Neutral Good Humanoid (Elf); Deity: **Yuelral**; Age: **121**;  
Height: **6' 4"**; Weight: **210lb.**; Eyes: **Black**; Hair: **Black**;  
Skin: **Deep Brown**

| Ability                    | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| <b>STR</b><br>STRENGTH     | 14    | +2       |           |
| <b>DEX</b><br>DEXTERITY    | 16    | +3       |           |
| <b>CON</b><br>CONSTITUTION | 14    | +2       |           |
| <b>INT</b><br>INTELLIGENCE | 12    | +1       |           |
| <b>WIS</b><br>WISDOM       | 14    | +2       |           |
| <b>CHA</b><br>CHARISMA     | 10    | 0        |           |

| Saving Throw                          | Total | Base | Ability | Resist | Misc | Temp | Notes |
|---------------------------------------|-------|------|---------|--------|------|------|-------|
| <b>FORTITUDE</b><br>(CONSTITUTION)    | +4    | =    | +2      | +2     |      |      |       |
| Elven Immunities: +2 vs. enchantments |       |      |         |        |      |      |       |

|                                       |    |   |    |    |  |  |  |
|---------------------------------------|----|---|----|----|--|--|--|
| <b>REFLEX</b><br>(DEXTERITY)          | +6 | = | +3 | +3 |  |  |  |
| Elven Immunities: +2 vs. enchantments |    |   |    |    |  |  |  |

|                                       |    |   |  |    |  |  |  |
|---------------------------------------|----|---|--|----|--|--|--|
| <b>WILL</b><br>(WISDOM)               | +2 | = |  | +2 |  |  |  |
| Elven Immunities: +2 vs. enchantments |    |   |  |    |  |  |  |

### Immunity to Magic Sleep      Spell Resistance (9)

| Total        | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|--------|-----|------|-------|--------|-------|------|
| <b>AC</b> 15 | =     | +2     |     | +3   |       |        |       |      |

|                    |   |                          |          |
|--------------------|---|--------------------------|----------|
| <b>Touch AC</b> 13 | = | <b>Flat-Footed AC</b> 12 |          |
|                    |   | BAB                      | Strength |

|                    |   |    |    |   |   |
|--------------------|---|----|----|---|---|
| <b>CM Bonus</b> +4 | = | +2 | +2 | - | - |
|--------------------|---|----|----|---|---|

|                      |   |    |     |          |           |      |
|----------------------|---|----|-----|----------|-----------|------|
| <b>CM Defense</b> 17 | = | 10 | +2  | +2       | +3        | -    |
|                      |   |    | BAB | Strength | Dexterity | Size |

|                    |    |           |    |
|--------------------|----|-----------|----|
| <b>Base Attack</b> | +2 | <b>HP</b> | 25 |
|--------------------|----|-----------|----|

|                   |       |                     |
|-------------------|-------|---------------------|
| <b>Initiative</b> | +5    | Damage / Current HP |
| <b>Speed</b>      | 30 ft |                     |

### +1 composite longbow

Ranged, both hands: **+7, 1d8+3**      Crit: x3  
Rng: 110'  
2-hand, P

### Dagger

Main hand: **+4, 1d4+2**      Crit: 19-20/x2  
Rng: 10'  
Ranged: **+5, 1d4+2**      Light, P/S



| Skill Name                       | Total | Ability | Ranks | Temp |
|----------------------------------|-------|---------|-------|------|
| <b>Acrobatics</b>                | +7    | DEX (3) | 1     |      |
| <b>Appraise</b>                  | +5    | INT (1) | 1     |      |
| <b>Bluff</b>                     | +4    | CHA (0) | 1     |      |
| <b>Climb</b>                     | +6    | STR (2) | 1     |      |
| <b>Diplomacy</b>                 | +4    | CHA (0) | 1     |      |
| <b>Disable Device</b>            | +9    | DEX (3) | 1     |      |
| <b>Disguise</b>                  | +4    | CHA (0) | 1     |      |
| <b>Escape Artist</b>             | +7    | DEX (3) | 1     |      |
| <b>Fly</b>                       | +3    | DEX (3) | -     |      |
| <b>Handle Animal</b>             | +4    | CHA (0) | 1     |      |
| <b>Heal</b>                      | +2    | WIS (2) | -     |      |
| <b>Intimidate</b>                | +4    | CHA (0) | 1     |      |
| <b>Knowledge (arcana)</b>        | +2    | INT (1) | 1     |      |
| <b>Knowledge (dungeoneering)</b> | +5    | INT (1) | 1     |      |
| <b>Linguistics</b>               | +5    | INT (1) | 1     |      |
| <b>Perception</b>                | +8    | WIS (2) | 1     |      |
| <b>Ride</b>                      | +7    | DEX (3) | 1     |      |
| <b>Sense Motive</b>              | +6    | WIS (2) | 1     |      |
| <b>Sleight of Hand</b>           | +7    | DEX (3) | 1     |      |
| <b>Spellcraft</b>                | +2    | INT (1) | 1     |      |
| <b>Stealth</b>                   | +6    | DEX (3) | 2     |      |
| <b>Survival</b>                  | +6    | WIS (2) | 1     |      |
| <b>Swim</b>                      | +6    | STR (2) | 1     |      |
| <b>Use Magic Device</b>          | +4    | CHA (0) | 1     |      |

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)

