

Joe Blow				Human, Citizen of Elsirnor 1st (Chaotic Good) Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10				
Hit Points (hp)	6	Initiative	+4	Grapple	0	Damage Reduction		
		Speed (Foot)	30 ft.	Spell Fail	0%	Spell Resistance		
Attacks		Weapon	Attacks	Damage	Critical	Description		
Ranged		Composite Longbow	+0	1d8	20 (x3)	Desc: Made for a strength ratings of +0		
Defense		AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
		10	10 / 10	None / None		+2	+2	+3
Skills		Abilities			No Picture Provided			
Appraise 4		Racial Traits: Human One Extra Feat at First Level +4 skill points at 1st level & +1 at each new level						
Balance 0		Class Features: Citizen of Elsirnor 1st Weapon Proficiency Exmus: - Cast 1 chosen Orison spell 2/day Academia: - Cast 1 chosen Cantrip spell 2/day Apprenticia: - + Expert Level 1 Armitagia: Choose from one of these abilities: - +1 Bonus Feat - +1d6 Sneak Attack						
Bluff 0								
Climb 0								
Concentration 0								
Decipher Script 1								
Diplomacy 0								
Disable Device -								
Disguise 0								
Escape Artist 0								
Forgery 0								
Gather Information 0								
Handle Animal 4		CHARACTER STATUS						
Heal 3		No errors detected						
Hide 0								
Intimidate 0								
Jump 0								
Listen 1								
Move Silently 0								
Open Lock -								
Ride 0								
Search 0								
Sense Motive 1								
Sleight of Hand -								
Speak Language 2								
Spellcraft -								
Spot 1								
Survival 2								
Swim 1								
Tumble -								
Use Magic Device 1								
Use Rope 1								
Craft 4								
Profession - Brewer 5								
Knowledge - Nature 4								
Feats		Equipment						
Improved Initiative +4 bonus on Initiative checks		Composite Longbow, , , , ,						
Run Run at 5 times normal speed, +4 bonus on running Jump		, , , , ,						
Point Blank Shot +1 bonus on ranged attack and damage within 30 ft.		Magic Items						
		Citizen of Elsirnor						
		Detect Poison 2/day						
		Purify Fount & Drink 2/day						
		Expert: Brewer						
		Bonus Feat: Point Blank Shot						