

Drizzt Do'Urden

Drow, Fighter 10th / Barbarian 1st / Ranger 9th (Chaotic Good)
Str 14, Dex 20, Con 15, Int 16, Wis 18, Cha 14

Hit Points (hp) **150** Initiative **+9** Grapple **+22** Damage Reduction
Speed (Foot) **40 ft.** Spell Fail **0%** Spell Resistance **31**

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Icingdeath+3	+24/+19/+14/+9	1d6+7+1d6 cold	15-20 (x2)	Desc: Frostbrand Scimitar
Two-Weapons (off-hand)	Twinkle+3	+24/+19/+14	1d6+6	15-20 (x2)	Desc: Defending Scimitar
Ranged	Composite Longbow (+1 Str)	+26/+21/+16/+11	1d8+1	20 (x3)	Desc: Made for a strength ratings of +1

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	23	16 / 17	Mithral Shirt+2 / None		+17	+14	+12

Skills

Appraise	3
Balance	5
Bluff	8
Climb	10
Concentration	7
Decipher Script	-
Diplomacy	7
Disable Device	-
Disguise	2+2
Escape Artist	5
Forgery	3
Gather Information	2
Handle Animal	15
Heal	4
Hide	10
Intimidate	15
Jump	7
Listen	21
Move Silently	15
Open Lock	5
Ride	15
Search	14
Sense Motive	13
Sleight of Hand	7
Speak Language	6
Spellcraft	3
Spot	16
Survival	6+2
Swim	4
Tumble	5
Use Magic Device	2
Use Rope	7
Knowledge - Arcana	5
Knowledge - Nature	5
Knowledge - Geography	5

Abilities

==| Racial Traits: Drow |==
 Darkvision (Ex): 120 ft.
 Immune to sleep spells and effects (Ex)
 +2 racial bonus on saves against enchantment spells and effects
 +2 racial bonus on Will saves against spells and spell like effects
 +2 racial bonus on Listen, Search & Spot Checks
 Automatic Search check when passing within 5 feet of hidden doors
 Spell-Like Abilities (Sp):
 • Dancing Lights: 1/day, CL 20 <O>
 • Darkness: 1/day, CL 20 <O>
 • Faerie Fire: 1/day, CL 20 <O>
 Light Blindness (Ex): Blinded for 1 rnd when exposed to bright light
 • Dazzled after blindness as long as remain in bright light
 ==| Class Features: Fighter 10th |==
 6x Bonus combat-oriented Feat
 ==| Class Features: Barbarian 1st |==
 Rage (Ex):
 • 1x per Day < O >
 • +4 STR & CON, -2 AC, +2 Saves vs Will
 • Duration: 7 rounds
 Fast Movement (Ex)
 ==| Class Features: Ranger 9th |==
 Bonus Feats: Endurance, Track. Ability: Evasion
 Wild Empathy (Ex): 1d20+13
 Combat Style (Ex): Two-Weapon Fighting
 Improved Combat Style (Ex): Improved Two-Weapon Fighting
 Animal Companion (Ex): Black Panther
 Woodland Stride (Ex); Swift Tracker (Ex)
 Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival
 • Humanoid (goblinoid) +3 skill bonus; +3 damage bonus
 • Monstrous humanoid +3 skill bonus; +3 damage bonus

CHARACTER STATUS

No errors detected



Languages

Common, Elven, Undercommon, Goblinoid, Svirfneblin

Money

gp sp

Feats

Combat Expertise Trade attack bonus for AC (max 5 points)
 Improved Crit.: Scimitar Doubles the threat range of: Scimitar
 Blind-Fight Reroll miss chance for concealment
 Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls
 Two-Weapon Fighting Reduce two-weapon fighting penalty by 2
 Improved Two-Wpn Fighting Gain a second off-hand attack at -5 penalty
 Two-Weapon Defense Off-hand weapon grants +1 shield bonus to AC
 Dodge +1 dodge bonus to AC against selected target
 Endurance +4 bonus on checks or saves to resist nonlethal damage
 Track Use Survival skill to track
 Wpn Focus: Scimitar +1 bonus on attack rolls with: Scimitar
 Wpn Specialization: Scimitar +2 bonus on damage rolls with: Scimitar
 Iron Will +2 bonus on Will saves
 Improved Initiative +4 bonus on Initiative checks
 Greater Two-Wpn Fighting Gain a third off-hand attack at -10 penalty
 Greater Wpn Focus: Scimitar +1 bonus on attack rolls with: Scimitar
 Epic Prowess Gain a +1 bonus on all attacks

Equipment

Icingdeath, Twinkle, Composite Longbow (+1 Str), Quiver of Arrows (20), , , , , , ,

Magic Items

Wonderous Figurine, Onyx Panther

Spells Prepared

Detect Plants & Animals
 Resist Energy
 Cat's Grace