Drizzt Do'			Drow, Fighter 10th / Barbarian 1st / Ranger 5th (Chaotic Good Str 13, Dex 20, Con 15, Int 17, Wis 17, Cha 1				
Hit Points (hp)	124	Initiative Speed (Foot)	-	Grapple Spell Fail		Damage Reduction Spell Resistance	27
Attacks		Weapon	Attacks	Damage	Critical	Descript	ion
Two-Weapons (primary)		Icingdeath+3 +17/+12/+7/+2 10		1d6+6+1d6 cold	18-20 (x2)	Desc: Frostbrand Scimitar	
Two-Weapons (off-hand)							
		Twinkle+2	+16/+11/+6	1d6+4	18-20 (x2)		
Ranged		Composite Longbow (+1 Str) +21/+16/+11/+6 1d8+1			20 (x3) Desc: Made for a strength ratings o		gth ratings of +
Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	23	16 / 17	Mithral Shirt+2 / None	è	+15	+12	+9
Skills		Abilities					
SKIIIS Appraise	3	ADIIITIES	_				
Balance	5	Darkvision (Ex): 120 ft.			1	The Car	
Bluff	7	Immune to sleep spells and effects (Ex) +2 racial bonus on saves against enchantment spells and effects			1	Cathonia	
Climb	8	+2 racial bonus on Will saves against spells and spell like effects +2 racial bonus on Listen, Search & Spot Checks			1	JAM - AND	
Concentration	2	Automatic Search check wh	nidden doors	1		E.	
Decipher Script	-	 Spell-Like Abilities (Sp): Dancing Lights: 1/day, C 	L 16 <o></o>		1		
Diplomacy Disable Device	5	Darkness: 1/day, CL 16 <	<0>		1		
Disable Device	- 2+2		d for 1 rnd when exposed to		1		
Escape Artist	5	Dazzled after blindness as long as remain in bright light					
Forgery	3	Class Features: Fighte					
Gather Information 2 6x Bonus combat-oriented Feat							
Handle Animal 9 — Class Features: Barbarian 1st —							
Heal 3 Rage (Ex): Hido 10 • 1x per Day < 0 >							Alle Star
Hide Intimidate	<u>10</u> 10	+4 STR & CON, -2 AC, +2 Saves vs Will Duration: 7 rounds					0
Jump	6	Duration: 7 rounds Fast Movement (Ex)					
Listen	20	Class Features: Rang	er 5th				
Move Silently	15	Bonus Feats: Endurance, Track					
Open Lock	5	Wild Empathy (Ex): 1d20+9 Combat Style (Ex): Two-Weapon Fighting					
Ride	8 Animal Companion (Ex): Black Panther						
Search	Humanoid (elf) +3 skill bonus; +3 damage bonus			t., Spot, Survivar			
Sense Motive Sleight of Hand	<u> </u>	Monstrous humanoid +3	skill bonus; +3 damage bon	us			2 C
Speak Language	6	Conditional Skill Bonu					C.
Spellcraft	3	+2 on Disguise to act in cha +2 on Survival when follow					
Spot	15	CHARACTER STATU			1		
Survival	5+2	No errors detected	~ r		1		
Swim	2	_			1		
Tumble Use Magic Device	5 2	-			1		
Use Rope	7	-			Languages		
Knowledge - Arcana	5					, Undercommon, Goblinoi	d, Svirfneblin
Knowledge - Nature	5				Money		
Knowledge - Dungeon	5			<u></u>		gp sp	
Feats				Equipment			
Combat Expertise Tra		· ·	,	Icingdeath, Twinkle	e, Composite Long	gbow (+1 Str), Quiver of A	Arrows (20), , ,
		or damage (up to +16) (x2	damage if two-handed)	, , , , , ,			
Blind-Fight Rei Weapon Finesse Use		ce for concealment	er on attack rolle				
Two-Weapon Fighting Re				Magic Items			
Improved Two-Wpn Fighting Ga							
Two-Weapon Defense Off	-hand weapon	grants +1 shield bon	us to AC				
Dodge +1 dodge bonus to AC against selected target Endurance +4 bonus on checks or saves to resist nonlethal damage							
			nonlethal damage	Wonderous Figurir	ne, Onyx Panther		
I rack Use Wpn Focus: Scimitar +1	e Survival skill bonus on atta						
•			ar				
Wpn Specialization: Scimitar +2 bonus on damage rolls with: Scimitar Iron Will +2 bonus on Will saves				Spells Prepared			
Improved Initiative +4				Detect Plants & Animals			
Greater Two-Wpn Fighting Gain a third off-hand attack at -10 penalty							