

Bethe

NAME

Rog5 Asn5

45000

CLASS

EXPERIENCE

10

55000

Character Level

NEXT LEVEL

PLAYERNAME

Human

Medium

RACE

SIZE

17

Male

AGE

GENDER

DEITY

5' 8"

180 lbs.

HEIGHT

WEIGHT

EYES

HAIR

Chaotic Evil

ALIGNMENT

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	10	+0	10	+0	10	+0

VP
Vitality

62

WOUNDS/CURRENT HP

Subdual Damage

WP
Wound Points

14

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC
armor class

22

22

15

10

7

0

5

0

0

0

0

0

10

-1

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+11

=

+5

+

+6

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

TEMP

REFLEX
(dexterity)

+13

=

+8

+

+5

+

+0

+

+0

+

TEMP

WILL
(wisdom)

+2

=

+2

+

+0

+

+0

+

+0

+

TEMP

MELEE
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+6/+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED
attack bonus

+11/+6

=

+6/+1

+

+5

+

+0

+

+0

+

+0

+

TEMP

GRAPPLE
attack bonus

+8/+3

=

+6/+1

+

+2

+

+0

+

+0

+

+0

+

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d3+2	20/x2

*Rapier +2		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	P	M	18-20/x2
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+14/+9	1d6+4		+10/+5	1d6+4
1H-O	+14/+9	1d6+3	2W-P-(OL)	+12/+7	1d6+4
2H	+14/+9	1d6+5	2W-OH	+10	1d6+3

Special Properties

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Mithral Skirt (BELT, RING)	Light	+2	+1	+0	0
30hp/inch and 15 hardness					
*Leather Coat +3	Light	+7	+6	-1	10

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
					RANKS	MISC MODIFIER
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	19	=	5	+ 13.0	+ 1
✓ Bluff	CHA	0	=	0	+	+
✓ Climb	STR	14	=	2	+ 13.0	+ -1
✓ Concentration	CON	8	=	2	+ 6.0	+
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	0	=	0	+	+
✓ Disguise	CHA	7	=	0	+ 7.0	+
✓ Escape Artist	DEX	17	=	5	+ 13.0	+ -1
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	0	=	0	+	+
✓ Heal	WIS	0	=	0	+	+
✓ Intimidate	CHA	0	=	0	+	+
✓ Jump	STR	3	=	2	+	+ 1
✓ Listen	WIS	13	=	0	+ 13.0	+
✓ Ride	DEX	5	=	5	+	+
✓ Search	INT	3	=	3	+	+
✓ Sense Motive	WIS	0	=	0	+	+
✓ Sneak	DEX	18	=	5	+ 13.0	+
✓ Sneak (Hide)	DEX	17	=	5	+ 13.0	+ -1
✓ Spot	WIS	13	=	0	+ 13.0	+
✓ Survival	WIS	0	=	0	+	+
✓ Swim	STR	0	=	2	+	+ -2
✓ Tumble	DEX	17	=	5	+ 13.0	+ -1
✓ Use Magic Device	CHA	6	=	0	+ 6.0	+
✓ Use Rope	DEX	10	=	5	+ 5.0	+
			=	+	+	+
			=	+	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Mithral Skirt (BELT, RING) 30hp/inch and 15 hardness	Carried	1	4.0	2350.0
Leather Coat +3	Equipped	1	20.0	9350.0
Rapier +2	Equipped	1	2.0	8320.0
Rapier +2	Equipped	1	2.0	8320.0
TOTAL WEIGHT CARRIED/VALUE			28 lbs.	28340.0 gp

WEIGHT ALLOWANCE				
Light 58	Medium 116	Heavy 175		
Lift over head 175	Lift off ground 350	Push / Drag 875		

SPECIAL ABILITIES	
+2 save against poisons	
Death Attack (DC 18)	
Evasion (Ex)	
Improved Uncanny Dodge (can't be flanked except by a rogue of 14 level)	
Poison Use	
Sneak Attack +6d6	
Trap Sense (Ex) +1	
Trapfinding	

FEATS	
Ambidexterity	Ignore off-hand penalties
Improved Initiative	You get a +4 bonus on initiative checks.
Quick Reconnoiter	You can make one Spot check and one Listen check each round as a free action. Also gain +2 to initiative.
Sword Wind	Gain one extra attack at full attack bonus; all attacks are at -3.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Weapon Focus (Rapier)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Kukri, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike	

LANGUAGES	
Common	

Assassin Spells

LEVEL	0	1	2	3	4
KNOWN	0	4	3	2	0
PER DAY	0	4	3	1	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Critical Strike	14	N/A	1 swift action	1 round	Personal	V	N/A	Divination	SPELL CO: Pg.56
<i>Effect: If foe meets sneak attack criteria you deal an extra 1d6 points of damage and your weapon's threat range doubles, you gain +4 insight bonus to confirm critical hit.</i>					<i>Target: You</i>			<i>Caster Level: 5</i>	
Ebon Eyes	14	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.77
<i>Effect: See normally in darkness both magical and natural.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 5</i>	
Lightfoot	14	N/A	1 swift	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.132
<i>Effect: You don't provoke attacks of opportunity when moving.</i>					<i>Target: You</i>			<i>Caster Level: 5</i>	
True Strike	14	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect: +20 on your next attack roll.</i>					<i>Target: You</i>			<i>Caster Level: 5</i>	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Invisibility	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	5 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	RSRD: SpellsH-L.rtf
<i>Effect: Subject is invisible for 5 minutes or until it attacks.</i>					<i>Target: You or a creature or object weighing no more than 500 lbs</i>			<i>Caster Level: 5</i>	
Invisibility, Swift	15	N/A	1 swift action	1 round	Personal	V	N/A	Illusion (Glamour)	SPELL CO: Pg.125
<i>Effect: Functions as invisibility, except as noted.</i>					<i>Target: You</i>			<i>Caster Level: 5</i>	
Veil of Shadow	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228
<i>Effect: Grants you a 20% miss chance from concealment.</i>					<i>Target: You</i>			<i>Caster Level: 5</i>	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Nondetection	16	Will negates (harmless, object)	1 standard action	5 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect: Hides subject from divination, scrying.</i>					<i>Target: Creature or object touched</i>			<i>Caster Level: 5</i>	
Wraithstrike	16	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.243
<i>Effect: Makes your melee attacks become touch attacks.</i>					<i>Target: You</i>			<i>Caster Level: 5</i>	

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: