

Clifford Littlewood

NAME

Rog7

21000

CLASS

EXPERIENCE

7

28000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	9	-1	9	-1	9	-1
DEX	20	+5	20	+5	20	+5
CON	16	+3	16	+3	16	+3
INT	16	+3	16	+3	16	+3
WIS	10	+0	10	+0	10	+0
CHA	15	+2	15	+2	15	+2

Nick

PLAYERNAME

Halfing

Small

3' 0"

34 lbs.

HEIGHT

WEIGHT

VISION

28

Male

Green

Red, Short

AGE

GENDER

EYES

HAIR

POINTS

-1

Neutral Good

ALIGNMENT

VP

Vitality

57

AC

armor class

21

INITIATIVE

modifier

+5

BASE ATTACK

bonus

+5

WOUNDS/CURRENT HP

FLAT

TOUCH

TOTAL

WOUND DAMAGE

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

WP

Wound Points

16

1

2

1

10

+0

0

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+6

=

+2

+

+3

+

+0

+

+1

+

+0

+

REFLEX

(dexterity)

+11

=

+5

+

+5

+

+0

+

+1

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+0

+

+0

+

+1

+

+0

+

MELEE

attack bonus

+6

=

+5

+

-1

+

+1

+

+1

+

+0

+

RANGED

attack bonus

+12

=

+5

+

+5

+

+1

+

+1

+

+0

+

GRAPPLE

attack bonus

+1

=

+5

+

-1

+

-4

+

+1

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+12

1d2-1

20/x2

5 ft.

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

1H-O

2H

+10

1d4-1

+6

1d4-1

+10

1d4-1

2W-P-(OH)

2W-P-(OL)

2W-OH

+4

+6

+0

1d4-1

1d4-1

1d4-1

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

+12

+10

+8

+5

+3

1d4

1d4

1d4

1d4-1

1d4-1

Special Properties

Masterwork Shortbow

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x3

5 ft.

30 ft.

60 ft.

120 ft.

180 ft.

240 ft.

+12

+11

+9

+7

+5

1d6

1d6-1

1d6-1

1d6-1

1d6-1

Special Properties

Sap

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

B

M

20/x2

5 ft.

To Hit

Dam

1H-P

1H-O

2H

+10

1d4-1

+6

1d6-1

+10

1d6-1

2W-P-(OH)

2W-P-(OL)

2W-OH

+4

+6

+0

1d6-1

1d6-1

1d6-1

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

*Leather (Small)

Light

+2

+6

+0

10

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

10/5

MISC MODIFIER

✓ Appraise

INT

4

=

3

+

1.0

+

✓ Balance

DEX

22

=

5

+

10.0

+

7

✓ Bluff

CHA

8

=

2

+

6.0

+

✓ Climb

STR

8

=

-1

+

2.0

+

7

✓ Concentration

CON

7

=

3

+

4.0

+

✓ Craft (Untrained)

INT

3

=

3

+

+

Decipher Script

INT

6

=

3

+

1.0

+

2

✓ Diplomacy

CHA

6

=

2

+

+

4

✓ Disable Device

INT

22

=

3

+

10.0

+

9

✓ Disguise

CHA

5

=

2

+

1.0

+

2

Disguise (Act in character)

CHA

7

=

2

+

1.0

+

4

✓ Escape Artist

DEX

14

=

5

+

4.0

+

5

✓ Forgery

INT

3

=

3

+

+

✓ Gather Information

CHA

13

=

2

+

7.0

+

4

✓ Heal

WIS

0

=

0

+

+

✓ Hide

DEX

24

=

5

+

10.0

+

9

✓ Intimidate

CHA

4

=

2

+

+

2

✓ Jump

STR

3

=

-1

+

+

4

✓ Listen

WIS

17

=

0

+

10.0

+

7

✓ Move Silently

DEX

22

=

5

+

10.0

+

7

✓ Open Lock

DEX

24

=

5

+

10.0

+

9

✓ Ride

DEX

5

=

5

+

+

✓ Search

INT

17

=

3

+

10.0

+

4

✓ Sense Motive

WIS

8

=

0

+

8.0

+

✓ Sleight of Hand

DEX

14

=

5

+

2.0

+

7

✓ Spot

WIS

15

=

0

+

10.0

+

5

✓ Survival

WIS

0

=

0

+

+

✓ Swim

STR

-1

=

-1

+

+

Tumble

DEX

18

=

5

+

10.0

+

3

Use Magic Device

CHA

6

=

2

+

4.0

+

✓ Use Rope

DEX

6

=

5

+

+

1

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

May 13, 2007 10:22:20 PM

Created using PCGen 5.11.14

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoo.com with "OS Suggestion" in the subject line.

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Sling			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.	150 ft.		200 ft.	
TH	+12	+11	+9	+7		+5	
Dam	1d4	1d4-1	1d4-1	1d4-1		1d4-1	
Special Properties							

*Sword +1 (Short)			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	P	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+11	1d6	2W-P-(OH)	+5		1d6	
1H-O	+7	1d6	2W-P-(OL)	+7		1d6	
2H	+11	1d6	2W-OH	+1		1d6	
Special Properties							

LANGUAGES	
Common, Dwarven, Elven, Halfling, Orc	

TEMPLATES	
Truename	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bullets, Sling (10)		1	5.0	0.1	
□□□□□ □□□□□					
Outfit (Traveler's/Small)	Equipped	1	1.25	1.0	
Dagger	Carried	2	1.0 (2.0)	2.0 (4.0)	
Efficient Quiver	Equipped	1	2.0	1800.0	
0 lbs.					
Leather (Small)	Equipped	1	7.5	10.0	
Masterwork Shortbow	Carried	1	2.0	330.0	
0 lbs.					
Sap	Carried	1	2.0	1.0	
Sling	Carried	1	0.0	0.0	
0 lbs.					
Sword +1 (Short)	Equipped	1	2.0	2310.0	
Theo's Ring	Equipped	1	0.0	5000.0	
(Ring), Deflection bonus to armor class of +1					
□					
Thieves' Tools (Steel/Masterwork/Small)	Equipped	1	0.25	100.0	
TOTAL WEIGHT CARRIED/VALUE			17.75 lbs.	9556.1 gp	

WEIGHT ALLOWANCE					
Light	22	Medium	45	Heavy	67
Lift over head	67	Lift off ground	135	Push / Drag	337

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Evasion (Ex)	
Extra Damage die 1d4	
Imbue Object (Sp): 1/day - Imbued Object (Thrown or fired) ignore concealment and cover	
Natural Armor AC Bonus +2	
Sneak Attack +4d6	
To Hit Bonus +1	
Trap Sense (Ex): +2 to Reflex saves and dodge bonus AC against traps	
Trapfinding	
Uncanny Dodge (Dex bonus to AC)	

FEATS	
Fleet of Foot	+10 feet bonus to ground speed
Investigator	You get a +2 bonus on all Gather Information checks and Search checks.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
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.
Nimble Fingers	You get a +2 bonus on all Disable Device checks and Open Lock checks.
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.

PROFICIENCIES

Notes:

Character Sheet Notes:

For Skill Trick Bluff & Concentrate