

Clifford Littlewood

NAME
Rog8
CLASS
8
Character Level
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	20	+5	24	+7	24	+7
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	15	+2	15	+2	15	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +2	+3	+4	+1	+0		
REFLEX (dexterity)	+18	= +6	+7	+4	+1	+0		
WILL (wisdom)	+7	= +2	+0	+4	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8/+3	= +6/+1	+0	+1	+1	+0	
RANGED attack bonus	+15/+10	= +6/+1	+7	+1	+1	+0	
GRAPPLE attack bonus	+3/-2	= +6/+1	+0	-4	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+15/+10	1d2	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+13/+8	1d4	2W-P-(OH)	+7/+2	1d4	
1H-O	+9/+4	1d4	2W-P-(OL)	+9/+4	1d4	
2H	+13/+8	1d4	2W-OH	+3	1d4	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+15/+10	+13/+8	+11/+6	+8/+3	+6/+1	
Dam	1d4+1	1d4+1	1d4+1	1d4	1d4	
Special Properties						

*False King's Sword +2 (Short/Parrying/Throwing)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+15/+10	1d6+2	2W-P-(OH)	+9/+4	1d6+2	
1H-O	+11/+6	1d6+2	2W-P-(OL)	+11/+6	1d6+2	
2H	+15/+10	1d6+2	2W-OH	+5	1d6+2	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+17/+12	+15/+10	+13/+8	+10/+5	+8/+3	
Dam	1d6+3	1d6+3	1d6+3	1d6+2	1d6+2	
Special Properties (Sword +2 (Short/Parrying/Throwing)), can be thrown with a range increment of 10 ft by those proficient in its use, provides a +1 insight bonus to AC and saves when wielded						

Masterwork Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
30 ft.	60 ft.	120 ft.	180 ft.	240 ft.		
TH	+15/+10	+14/+9	+12/+7	+10/+5	+8/+3	
Dam	1d6+1	1d6	1d6	1d6	1d6	
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
*Amulet of Natural Armor +1		+1		+0	0

Nick

PLAYERNAME
Halfling
RACE
28
AGE
GENDER

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
VP Vitality 65	WP Wound Points 16		Walk 30 ft.
AC armor class 24	TOTAL FLAT TOUCH 24 : 19	BASE ARMOR BONUS 10	SIZE NATURAL 1

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+7	= +7	+0	
BASE ATTACK bonus	+6/+1		

DEITY
3' 0"
HEIGHT
34 lbs.
WEIGHT
Green
EYES
Red, Short
HAIR

Neutral Good

ALIGNMENT
VISION
-1
POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5
✓ Appraise	INT	4	= 3	+ 1.0	+
✓ Balance	DEX	25	= 7	+ 11.0	+ 7
✓ Bluff	CHA	9	= 2	+ 7.0	+
✓ Climb	STR	9	= 0	+ 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	23	= 3	+ 11.0	+ 9
✓ Disguise	CHA	5	= 2	+ 1.0	+ 2
Disguise (Act in character)	CHA	7	= 2	+ 1.0	+ 4
✓ Escape Artist	DEX	16	= 7	+ 4.0	+ 5
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	13	= 2	+ 7.0	+ 4
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	27	= 7	+ 11.0	+ 9
✓ Intimidate	CHA	4	= 2	+	+ 2
✓ Jump	STR	4	= 0	+	+ 4
✓ Listen	WIS	18	= 0	+ 11.0	+ 7
✓ Move Silently	DEX	30	= 7	+ 11.0	+ 12
✓ Open Lock	DEX	27	= 7	+ 11.0	+ 9
✓ Ride	DEX	7	= 7	+	+
✓ Search	INT	18	= 3	+ 11.0	+ 4
✓ Sense Motive	WIS	9	= 0	+ 9.0	+
✓ Sleight of Hand	DEX	16	= 7	+ 2.0	+ 7
✓ Spot	WIS	16	= 0	+ 11.0	+ 5
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	0	= 0	+	+
✓ Tumble	DEX	21	= 7	+ 11.0	+ 3
✓ Use Magic Device	CHA	8	= 2	+ 6.0	+
✓ Use Rope	DEX	8	= 7	+	+ 1
✓: can be used untrained. X: exclusive skills					

Sap			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+13/+8	1d6	2W-P-(OH)		+7/+2		1d6
1H-O	+9/+4	1d6	2W-P-(OL)		+9/+4		1d6
2H	+13/+8	1d6	2W-OH		+3		1d6
Special Properties							

Sling			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.		150 ft.		200 ft.
TH	+15/+10	+14/+9	+12/+7		+10/+5		+8/+3
Dam	1d4+1	1d4	1d4		1d4		1d4
Special Properties							

Sword +1 (Short)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+14/+9	1d6+1	2W-P-(OH)		+8/+3		1d6+1
1H-O	+10/+5	1d6+1	2W-P-(OL)		+10/+5		1d6+1
2H	+14/+9	1d6+1	2W-OH		+4		1d6+1
Special Properties							

*Winged Dagger +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand	PS	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+15	1d6+2	2W-P-(OH)		+9		1d6+2
1H-O	+11	1d6+2	2W-P-(OL)		+11		1d6+2
2H	+15	1d6+2	2W-OH		+5		1d6+2
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+17/+12	+15/+10	+13/+8		+10/+5		+8/+3
Dam	1d6+3	1d6+3	1d6+3		1d6+2		1d6+2
Special Properties (Dagger +2) Make three attacks when thrown							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0	
Boots of Elvenkind	Equipped	1	1.0	2500.0	
Bullets, Sling (10)	Efficient Quiver	1	5.0	0.1	
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Cloak of Resistance +3	Equipped	1	1.0	9000.0	
Dagger	Efficient Quiver	2	1.0 (2.0)	2.0 (4.0)	
Efficient Quiver		1	2.0	1800.0	
11 lbs., 1 Dagger, 1 Dagger, 1 Bullets, Sling (10), 1 Masterwork Shortbow, 1 Sling, 1 Sword +1 (Short)					
False King's Sword +2 (Short/Parrying/Throwing)	Equipped	1	2.0	26310.0	
(Sword +2 (Short/Parrying/Throwing)), can be thrown with a range increment of 10 ft by those proficient in its use, provides a +1 insight bonus to AC and saves when wielded					
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
Leather (Small)	Equipped	1	7.5	10.0	
Masterwork Shortbow	Efficient Quiver	1	2.0	330.0	
0 lbs.					
Outfit (Traveler's/Small)	Equipped	1	1.25	1.0	
Ring of Ram	Equipped	1	0.0	8600.0	
Sap	Carried	1	2.0	1.0	
Sling	Efficient Quiver	1	0.0	0.0	
0 lbs.					
Sword +1 (Short)	Efficient Quiver	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	
Winged Dagger +2	Equipped	1	1.0	8302.0	
(Dagger +2) Make three attacks when thrown					
TOTAL WEIGHT CARRIED/VALUE			14.75 lbs.	82268.1 gp	

WEIGHT ALLOWANCE			
Light	25	Medium	50
Lift over head	75	Lift off ground	150
		Heavy	75
		Push / Drag	375

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Evasion (Ex): Take no damage on a successful Reflex save that deals half	
Extra Damage die 1d4	
Imbue Object (Sp): 1/day - Imbued Object (Thrown or fired) ignore concealment and cover	
Improved Uncanny Dodge (can't be flanked except by a rogue of 12 level)	
Natural Armor AC Bonus +2	
Phase Object (Sp): 1/day - Imbued Object ignores obstacles (except wall of force, wall of fire or the like) negating concealment, cover and even armor modifiers	
Sneak Attack +4d6	
To Hit Bonus +1	
Trap Sense (Ex): +2 to Reflex saves and dodge bonus AC against traps	
Trapfinding: Can locate traps with any DC	

FEATS	
Deadeye Shot	If you ready a ranged attack to occur when an ally strikes a particular target, and your ally succeeds, that target loses his Dexterity bonus to AC against your attack.
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

LANGUAGES
Common, Dwarven, Elven, Halfling, Orc

TEMPLATES
Truename

Notes:

Character Sheet Notes:

For Skill Trick Bluff & Concentrate