

Sir Charles

NAME

Rog1

CLASS

1

Character Level

0

EXPERIENCE

1000

NEXT LEVEL

PLAYERNAME

Half-Elf

RACE

25

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 8"

HEIGHT

165 lbs.

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

Low-light

VISION

85

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	15	+2	15	+2	15	+2
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	8	-1	8	-1	8	-1

HP  
hit points

9

AC  
armor class

15

WOUNDS/CURRENT HP

13

FLAT

12

TOUCH

10

BASE

3

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

15

ARCANE SPELL FAILURE

-1

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

TEMP

REFLEX  
(dexterity)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

TEMP

WILL  
(wisdom)

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

TEMP

MELEE  
attack bonus

TOTAL

+0

=

BASE ATTACK BONUS

+0

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED  
attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+0

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE  
attack bonus

TOTAL

+0

=

BASE ATTACK BONUS

+0

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

+0

DAMAGE

1d3

CRITICAL

20/x2

REACH

5 ft.

\*Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

PS

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+0

1d4

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+2

+0

-2

-4

-6

Dam

1d4

1d4

1d4

1d4

1d4

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

\*Studded Leather

Light

+3

+5

-1

15

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

MISC MODIFIER

Appraise

INT

3

=

3

+

+

Balance

DEX

5

=

2

+

4.0

+

-1

Bluff

CHA

3

=

-1

+

4.0

+

Climb

STR

-1

=

0

+

+

-1

Concentration

CON

3

=

3

+

+

Craft (Untrained)

INT

3

=

3

+

+

Diplomacy

CHA

5

=

-1

+

4.0

+

2

Disable Device

INT

5

=

3

+

2.0

+

Disguise

CHA

1

=

-1

+

2.0

+

Escape Artist

DEX

1

=

2

+

+

-1

Forgery

INT

3

=

3

+

+

Gather Information

CHA

5

=

-1

+

4.0

+

2

Heal

WIS

0

=

0

+

+

Hide

DEX

5

=

2

+

4.0

+

-1

Intimidate

CHA

-1

=

-1

+

+

Jump

STR

3

=

0

+

4.0

+

-1

Listen

WIS

3

=

0

+

2.0

+

1

Move Silently

DEX

3

=

2

+

2.0

+

-1

Open Lock

DEX

4

=

2

+

2.0

+

Ride

DEX

2

=

2

+

+

Search

INT

6

=

3

+

2.0

+

1

Sense Motive

WIS

2

=

0

+

2.0

+

Sleight of Hand

DEX

3

=

2

+

2.0

+

-1

Spot

WIS

3

=

0

+

2.0

+

1

Survival

WIS

0

=

0

+

+

Swim

STR

-2

=

0

+

+

-2

Tumble

DEX

3

=

2

+

2.0

+

-1

Use Rope

DEX

2

=

2

+

+

✓: can be used untrained. ✗: exclusive skills. \*: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Equipped	1	1.0	2.0	
Dagger	Equipped	1	1.0	2.0	
Outfit (Traveler's)	Equipped	1	5.0	0.0	
Rations (Trail/Per Day)	Carried	1	1.0	0.5	
☐					
Rations (Trail/Per Day)	Carried	1	1.0	0.5	
☐					
Rations (Trail/Per Day)	Equipped	1	1.0	0.5	
☐					
Studded Leather	Equipped	1	20.0	25.0	
Thieves' Tools	Carried	1	1.0	30.0	
TOTAL WEIGHT CARRIED/VALUE			27 lbs. 60.5 gp		

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ABILITIES	
Trapfinding ~ Can use Search skill to find traps with DC > 20	

SPECIAL QUALITIES	
Immunity to magic sleep effects	
+2 racial saving throw bonus against enchantment spells or effects	
Elven Blood	

FEATS	
<b>Dodge</b> During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
<b>Armor Proficiency (Light)</b> 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.	
<b>Simple Weapon Proficiency</b> You make attack rolls with simple weapons normally.	
<b>Sneak Attack</b>	

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

LANGUAGES	
Common, Draconic, Dwarven, Elven, Infernal, Literacy	