

Victor - Assassin

NAME

Rog5 Asn5

CLASS

10

Character Level

NEXT LEVEL

45000

EXPERIENCE

55000

PLAYERNAME

Half-Elf

RACE

Medium

AGE

25

GENDER

Male

DEITY

5' 5"

HEIGHT

170 lbs.

EYES

HAIR

ALIGNMENT

Low-light

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	18	+4	18	+4	18	+4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	10	+0	10	+0	10	+0

VP  
Vitality

52

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP  
Wound Points

13

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC  
armor class

19

TOTAL

19

FLAT

13

TOUCH

10

BASE

6

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL

0

MISC

MISS CHANCE

20

ARCANE SPELL FAILURE

-2

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+13

=

+8

+

+3

+

+0

+

+2

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+6/+1

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d3+3	20/x2

*Sword of Subtlety		CURRENT HAND	TYPE	SIZE	CRITICAL
		Off-hand	P	M	19-20/x2
	To Hit	Dam		To Hit	Dam
1H-P	+11	1d6+4	2W-P-(OH)	+7	1d6+4
1H-O	+11	1d6+2	2W-P-(OL)	+9	1d6+4
2H	+11	1d6+4	2W-OH	+9	1d6+2
Special Properties		+4 to hit and damage if wielder is making a sneak attack			

*Rapier +2		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	P	M	18-20/x2
	To Hit	Dam		To Hit	Dam
1H-P	+11/+6	1d6+5	2W-P-(OH)	+7/+2	1d6+5
1H-O	+11/+6	1d6+3	2W-P-(OL)	+9/+4	1d6+5
2H	+11/+6	1d6+6	2W-OH	+7	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
*Elven Chain +1	Light	+6	+4	-2	20
30hp/inch and 15 hardness					

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5	MISC MODIFIER
SKILL NAME					RANKS		
✓ Appraise	INT	4	=	4	+	+	
✓ Balance	DEX	14	=	3	+	13.0	-2
✓ Bluff	CHA	0	=	0	+	+	
✓ Climb	STR	14	=	3	+	13.0	-2
✓ Concentration	CON	7	=	1	+	6.0	+
✓ Craft (Untrained)	INT	4	=	4	+	+	
✓ Diplomacy	CHA	4	=	0	+	+	4
✓ Disguise	CHA	13	=	0	+	13.0	+
✓ Escape Artist	DEX	14	=	3	+	13.0	-2
✓ Forgery	INT	4	=	4	+	+	
✓ Gather Information	CHA	2	=	0	+	+	2
✓ Heal	WIS	1	=	1	+	+	
✓ Intimidate	CHA	7	=	0	+	7.0	+
✓ Jump	STR	1	=	3	+	+	-2
✓ Listen	WIS	15	=	1	+	13.0	1
✓ Ride	DEX	3	=	3	+	+	
✓ Search	INT	18	=	4	+	13.0	1
✓ Sense Motive	WIS	14	=	1	+	13.0	+
✓ Sneak	DEX	16	=	3	+	13.0	+
✓ Sneak (Hide)	DEX	19	=	3	+	13.0	3
✓ Spellcraft	INT	10	=	4	+	6.0	+
✓ Spot	WIS	15	=	1	+	13.0	1
✓ Survival	WIS	1	=	1	+	+	
✓ Swim	STR	-1	=	3	+	+	-4
✓ Use Rope	DEX	3	=	3	+	+	
			=	+	+	+	
			=	+	+	+	

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Belt Invisibility, Greater//Wizard/20th (Accelerated Movement//Wizard/20th/Balancing Lorecall//Wizard/20th)</b>	Equipped	1	0.0	600000.0
Sword of Subtlety <small>+4 to hit and damage if wielder is making a sneak attack</small>	Equipped	1	2.0	22310.0
<b>Cloak of Elvenkind</b>	Equipped	1	1.0	2500.0
<b>Elven Chain +1</b> <small>30hp/inch and 15 hardness</small>	Equipped	1	20.0	5150.0
<b>Rapier +2</b>	Equipped	1	2.0	8320.0
TOTAL WEIGHT CARRIED/VALUE			25 lbs.638280.0	gp

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ABILITIES	
+2 save against poisons	
+2 racial bonus on saving throws against enchantment spells or effects.	
Death Attack (DC 19)	
Elven Blood	
Evasion (Ex)	
Immunity to sleep spells and similar magical effects.	
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.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Natural Swordsman	+1 attack bonus with swords, +1 AC bonus against swords
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 Focus (Sword (Short))	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, Elven

## 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	15	N/A	1 swift action	1 round	Personal	V	N/A	Divination	SPELL CO: Pg.56
<i>Effect:</i> 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>Target:</i> You			<i>Caster Level:</i> 5	
Distract Assailant	15	Will negates	1 swift action	1 round	Close (35 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.69
<i>Effect:</i> Target is flatfooted till next turn.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
Shock and Awe	15	None	1 swift action	1 round	Close (35 ft.)	V,S	Yes	Enchantment [Mind-Affecting]	SPELL CO: Pg.189
<i>Effect:</i> -10 to initiative if used in the surprise round.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 5	
True Strike	15	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> +20 on your next attack roll.					<i>Target:</i> You			<i>Caster Level:</i> 5	

### LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Cat's Grace	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 5 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Spider Climb	16	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Veil of Shadow	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You			<i>Caster Level:</i> 5	

### LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Nondetection	17	Will negates (harmless, object)	1 standard action	5 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Hides subject from divination, scrying.					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 5	
Wraithstrike	17	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.243
<i>Effect:</i> Makes your melee attacks become touch attacks.					<i>Target:</i> You			<i>Caster Level:</i> 5	

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: