

Jimmy De Hand

NAME

Rogue2

CLASS

2

Character Level

1000

EXPERIENCE

3000

NEXT LEVEL

PLAYERNAME

Wildling

RACE

17

AGE

Medium

SIZE

Male

GENDER

DEITY

4' 9"

HEIGHT

EYES

120 lbs.

WEIGHT

HAIR

ALIGNMENT

VISION

-91

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
STR	9	-1	9	-1	9	-1	hit points	8										Walk 30 ft.			
DEX	18	+4	18	+4	18	+4	armor class	18	14	18	10	0	0	4	0	0	4		0	+0	0
CON	8	-1	8	-1	8	-1															
INT	16	+3	16	+3	16	+3	INITIATIVE	+4	+4	+0											
WIS	10	+0	10	+0	10	+0	BASE ATTACK	+2													
CHA	14	+2	14	+2	14	+2															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	-1	+0	-1	+0	+0	+0		
REFLEX	+7	+3	+4	+0	+0	+0		
WILL	+0	+0	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE	+1	+2	-1	+0	+0	+0	
RANGED	+6	+2	+4	+0	+0	+0	
GRAPPLE	+1	+2	-1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d6-1	20/x2	5 ft.

Brass Knuckles		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	Bl	T	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+1	1-1	2W-P-(OH)		-5	
1H-O	-3	1-1	2W-P-(OL)		-3	
2H	+1	1-1	2W-OH		-7	
Special Properties						

Crossbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
	30 ft.	40 ft.	80 ft.	120 ft.	160 ft.	
TH	+6	+6	+4	+2	+0	
Dam	1d10	1d10	1d10	1d10	1d10	
Special Properties		1 Bolt				

*Knife		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	T	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+1	1d4-1	2W-P-(OH)		1d4-1	
1H-O	-3	1d4-1	2W-P-(OL)		1d4-1	
2H	+1	1d4-1	2W-OH		1d4-1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+7	+5	+3	+1	-1	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	
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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	9	= 4	+ 5.0	+
✓	Athletics	STR	4	= -1	+ 5.0	+
✓	Concentrate		0	= 0	+	+
✓	Concentration	CON	-1	= -1	+	+
	Craft (Mechanical)	INT	7	= 3	+ 4.0	+
✓	Craft (Structural)	INT	3	= 3	+	+
✓	Craft (Visual Art)	INT	3	= 3	+	+
✓	Craft (Visual Arts)		0	= 0	+	+
✓	Craft (Writing)	INT	3	= 3	+	+
✓	Deception		5	= 0	+ 5.0	+
✓	Escape Artist	DEX	11	= 4	+ 5.0	+ 2
✓	Forgery	INT	3	= 3	+	+
✓	Gamble	WIS	0	= 0	+	+
✓	Gather Information	CHA	7	= 2	+ 5.0	+
✓	Knowledge (Current Events)	INT	8	= 3	+ 5.0	+
✓	Navigate	INT	3	= 3	+	+
✓	Notice	WIS	6	= 0	+ 4.0	+ 2
✓	Operate Vehicle (Aircraft)	DEX	4	= 4	+	+
✓	Operate Vehicle (Ground Vehicles)	DEX	4	= 4	+	+
✓	Operate Vehicle (Watercraft)	DEX	4	= 4	+	+
✓	Perform (Act)	CHA	2	= 2	+	+
✓	Perform (Dance)	CHA	2	= 2	+	+
✓	Perform (Keyboards)	CHA	2	= 2	+	+
✓	Perform (Percussion Instruments)	CHA	2	= 2	+	+
✓	Perform (Sing)	CHA	2	= 2	+	+
✓	Perform (Stand-Up)	CHA	2	= 2	+	+
✓	Perform (Stringed Instruments)	CHA	2	= 2	+	+
✓	Perform (Wind Instruments)	CHA	2	= 2	+	+
✓	Persuasion	CHA	4	= 2	+ 2.0	+
✓	Profession	WIS	0	= 0	+	+
✓	Research	INT	3	= 3	+	+
✓	Ride	DEX	4	= 4	+	+
✓	Search	INT	5	= 3	+	+ 2
✓	Sense Motive	WIS	0	= 0	+	+
	Sleight of Hand	DEX	12	= 4	+ 5.0	+ 3
✓	Stealth	DEX	10	= 4	+ 5.0	+ 1
✓	Survival	WIS	0	= 0	+	+
✓	Treat Injury		0	= 0	+	+
				=	+	+
				=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 0 lbs.	Equipped	1	3.0	10.0	
Brass Knuckles	Carried	1	1.0	5.0	
Cap (Broadcloth)	Equipped	1	0.0	5.0	
Crossbow 0 lbs. 1 Bolt	Carried	1	7.0	9.0	
Knife	Equipped	1	1.0	7.0	
Shirt (Average)	Carried	1	0.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			12 lbs.	41.0 gp	

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

SPECIAL QUALITIES	
Evasion	
Trapfinding	

TALENTS	
Stealth Attack +1d6 Damage	

FEATS	
Brawl When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier	
Fade to Black People fail to notice you - even when they should	
Simple Weapons Proficiency The character makes attack rolls with simple weapons normally	
Simple Weapon Proficiency	

PROFICIENCIES	
Brass Knuckles, Cleaver, Club, Crossbow, Javelin, Knife, Metal Baton, Pistol Whip, Quarterstaff, Rifle Butt, Sap, Stun Gun, Tonfa, Unarmed Strike, Whip	

LANGUAGES	
Cantonese	

TEMPLATES	
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