

Jimmy De Hand

NAME

Rogue6

CLASS

6

Character Level

6

15000

EXPERIENCE

21000

NEXT LEVEL

PLAYERNAME

Wildling

RACE

17

AGE

Medium

SIZE

Male

GENDER

DEITY

4' 9"

HEIGHT

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EYES

ALIGNMENT

120 lbs.

WEIGHT

HAIR

VISION

-91

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	hit points	18	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED											
STR	10	+0	10	+0	10	+0	HP	hit points	18				Walk 30 ft.											
DEX	18	+4	18	+4	18	+4	AC	armor class	20	16	20	10	0	0	4	0	0	0	0	0	0	0	0	0
CON	8	-1	8	-1	8	-1																		
INT	16	+3	16	+3	16	+3	INITIATIVE	modifier	+4	+4	+0													
WIS	10	+0	10	+0	10	+0	BASE ATTACK	bonus	+6/+1															
CHA	14	+2	14	+2	14	+2																		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+1	+2	-1	+0	+0	+0		
REFLEX	+11	+5	+4	+0	+2	+0		
WILL	+2	+2	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE	+6/+1	+6/+1	+0	+0	+0	+0	
RANGED	+10/+5	+6/+1	+4	+0	+0	+0	
GRAPPLE	+6/+1	+6/+1	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d6	20/x2	5 ft.

Brass Knuckles	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	Bl	T	20/x2	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+6/+1	1	2W-P-(OH)	+0/-5	1
1H-O	+2/-3	1	2W-P-(OL)	+2/-3	1
2H	+6/+1	1	2W-OH	-2	1
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	+10/+5	+10/+5	+8/+3	+6/+1	+4/-1
Dam	1d10	1d10	1d10	1d10	1d10
Special Properties					

*Knife	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	T	19-20/x2	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+6/+1	1d4	2W-P-(OH)	+0/-5	1d4
1H-O	+2/-3	1d4	2W-P-(OL)	+2/-3	1d4
2H	+6/+1	1d4	2W-OH	-2	1d4
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2
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
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
Acrobatics	DEX	13	= 4	+ 9.0	+
Athletics	STR	9	= 0	+ 9.0	+
Concentrate		0	= 0	+	+
Concentration	CON	-1	= -1	+	+
Craft (Mechanical)	INT	10	= 3	+ 7.0	+
Craft (Structural)	INT	3	= 3	+	+
Craft (Visual Art)	INT	3	= 3	+	+
Craft (Visual Arts)		0	= 0	+	+
Craft (Writing)	INT	3	= 3	+	+
Deception		9	= 0	+ 9.0	+
Escape Artist	DEX	15	= 4	+ 9.0	+ 2
Forgery	INT	3	= 3	+	+
Gamble	WIS	0	= 0	+	+
Gather Information	CHA	11	= 2	+ 9.0	+
Knowledge (Current Events)	INT	9	= 3	+ 6.0	+
Navigate	INT	3	= 3	+	+
Notice	WIS	11	= 0	+ 9.0	+ 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	11	= 2	+ 9.0	+
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	16	= 4	+ 9.0	+ 3
Stealth	DEX	14	= 4	+ 9.0	+ 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	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

SPECIAL QUALITIES	
Evasion	
Trapfinding	
Trap Sense	
+2	
Uncanny Dodge	

TALENTS	
Stealth Attack	
+2d6 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	
Legal Protection	
Somehow, your police file has a little red line across it that makes beat cops think twice before they haul you in on minor crimes.	
Lightning Reflexes	
The character gets a +2 bonus on all Reflex saving throws	
Simple Weapons Proficiency	
The character makes attack rolls with simple weapons normally	
Stealthy	
The character gets a +2 bonus on all Hide checks and Move Silently checks	
Simple Weapons Proficiency	
The character makes attack rolls with simple weapons normally	

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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Notes:

Character Sheet Notes: