

Fred

NAME	PLAYERNAME	DEITY	Neutral Good
Ftr4 Rog3	Half-Elf	4' 10"	ALIGNMENT
CLASS	RACE	HEIGHT	Low-light
7	30	WEIGHT	VISION
Character Level	AGE	EYES	-1
NEXT LEVEL	GENDER	HAIR	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	13	+1	13	+1	13	+1
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

NAME	SCORE	MOD	SCORE	MOD	SCORE	MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE				WP		DAMAGE REDUCTION				SPEED																			
STR Strength	16	+3	16	+3	16	+3	69														14						Walk 20 ft.																			
DEX Dexterity	13	+1	13	+1	13	+1	31										30				13				10		12		3		1		0		3		2		MISS CHANCE		40		-5		0	
CON Constitution	14	+2	14	+2	14	+2	TOTAL										FLAT				TOUCH				BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC				ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	

Constitution	+1	+2	+3	+4	+5	+6
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	12	+1	12	+1	12	+1

INITIATIVE modifier	+1	= +1	+ +0
TOTAL	DEX MODIFIER	MISC MODIFIER	

BASE ATTACK bonus	+6/+1
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+5	+2	+1	+0	+0		
REFLEX (dexterity)	+6	+4	+1	+1	+0	+0		
WILL (wisdom)	+4	+2	+1	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	+6/+1	+3	+0	+0	+0	
RANGED attack bonus	+7/+2	+6/+1	+1	+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

*Greataxe (Masterwork)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	S	M	20/x3
1H-P	N/A	N/A	N/A	N/A
1H-O	N/A	N/A	N/A	N/A
2H	+11/+6	1d12+6	N/A	N/A
Special Properties				

Shortbow (Masterwork)				CURRENT HAND	TYPE	SIZE	CRITICAL
				Carried	P	M	20/x3
	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.		
To Hit	+8/+3	+8/+3	+6/+1	+4/-1	+2/-3		
Dam	1d6	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
*Helmet AC Bonus (Deflection) (+2/ARMOR)		+2		+0	0
Deflection bonus to armor class of +2					
The Definitive Harness	Heavy	+12	+3	-4	25
*Shield +1 (Heavy/Metal)	Heavy	+3		-1	15
*Amulet of Natural Armor +3		+3		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	-4	= 1	+	-5
✓ Bluff	CHA	-1	= -1	+	+
✓ Climb	STR	2	= 3	+ 4.0	-5
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Diplomacy	CHA	1	= -1	+	2
✓ Disable Device	INT	16	= 0	+ 9.0	7
✓ Disguise	CHA	-1	= -1	+	+
✓ Escape Artist	DEX	-4	= 1	+	-5
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	1	= -1	+	2
✓ Handle Animal	CHA	2	= -1	+ 3.0	+
✓ Heal	WIS	1	= 1	+	+
✓ Intimidate	CHA	-1	= -1	+	+
✓ Jump	STR	-8	= 3	+	-11
✓ Listen	WIS	2	= 1	+	1
✓ Open Lock	DEX	13	= 1	+ 8.0	4
✓ Ride	DEX	6	= 1	+ 5.0	+
✓ Search	INT	13	= 0	+ 7.0	6
✓ Sense Motive	WIS	1	= 1	+	+
✓ Sneak	DEX	1	= 1	+	+
✓ Sneak (Hide)	DEX	-4	= 1	+	-5
✓ Spot	WIS	2	= 1	+	1
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	-5	= 3	+ 2.0	-10
✓ Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +3	Equipped	1	0.0	18000.0
Arrows (50)	Carried	1	7.5	2.5
<input type="checkbox"/>				
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Gauntlets Skill Bonus (Competance) (Disable Device +3)	Equipped	1	0.0	900.0
Competance bonus to selected skill of Disable Device +3				
Greataxe (Masterwork)	Equipped	1	12.0	320.0
Helmet AC Bonus (Deflection) (+2/ARMOR)	Equipped	1	0.0	8000.0
Deflection bonus to armor class of +2				
Lens of Detection	Equipped	1	1.0	3500.0
+5 to Survival while Tracking				
Shield +1 (Heavy/Metal)	Equipped	1	15.0	1170.0
Shortbow (Masterwork)	Carried	1	2.0	330.0
0 lbs.				
The Definitive Harness*	Equipped	1	50.0	10000.0
Thieves' Tools (ACCESSORIES, MAGIC/Steel/Masterwork)	Equipped	1	1.0	100.0
TOTAL WEIGHT CARRIED/VALUE			89.5 lbs.	43322.5 gp

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

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Sneak Attack +2d6	
Trap Sense (Ex) +1	
Trapfinding	

FEATS	
Armor Proficiency, Exotic	No armor check penalty on attack rolls
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Improved Toughness	Gain hp equal to your current HD
Nimble Fingers	You get a +2 bonus on all Disable Device checks and Open Lock checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Greataxe)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	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.
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.
Armor Proficiency (Medium)	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.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

Notes:

Character Sheet Notes: