Feysnake Silver
NAME

Rogue6	15000	Wildling	Medium	4' 9"	120 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	ALIGNMENT
6	21000	17	Male		,	-93
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	VISION / POINTS

PLAYERNAME: Wildling
DEITY
VISION: -93 POINTS

Abilities

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	8	-1	8	-1	8	-1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	14	+2	14	+2	14	+2

HP hit points: 31

AC armor class:

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC
20	16	20 =	10 +	0 +	0 +	4 +	0 +	0 +	0

MISS CHANCE: 0
ARCANE SPELL FAILURE: 0
ARMOR CHECK PENALTY: +0
SPELL RESIST: 0

SPEED: Walk 30 ft.

WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION

INITIATIVE modifier:

TOTAL	DEX MODIFIER	MISC MODIFIER
+4 =	+4 +	+0

BASE ATTACK bonus: +6/+1

Saving Throws

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+1 =	+2 +	-1 +	+0 +	+0 +	+0 +	
REFLEX (dexterity)	+11 =	+5 +	+4 +	+0 +	+2 +	+0 +	
WILL (wisdom)	+2 =	+2 +	+0 +	+0 +	+0 +	+0 +	

conditional modifiers

Attack Bonuses

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

	To Hit	Dam		To Hit	Dam
1H-P	+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		1 Bolt			

*Knife

	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	T	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+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

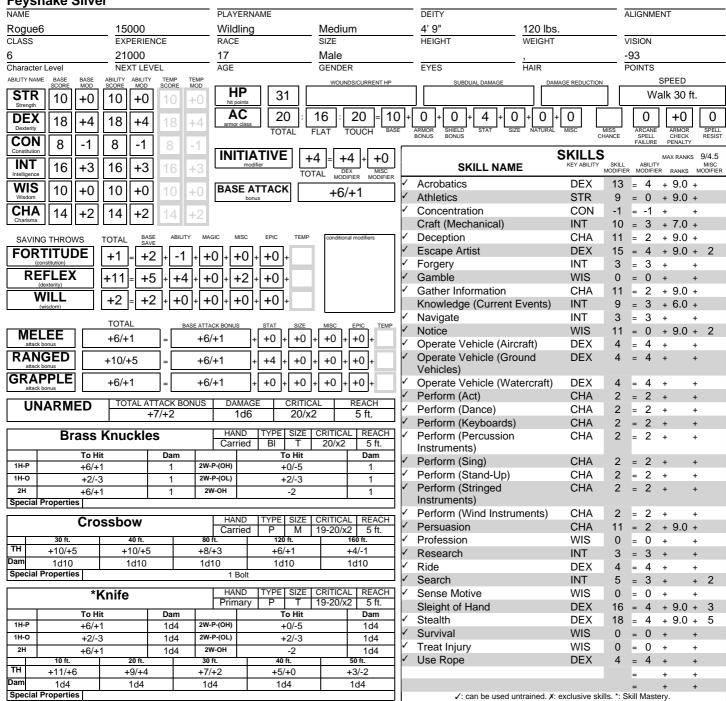**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILLS

MAX RANKS 9/4.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	13	=	4	+ 9.0 +	
✓	Athletics	STR	9	=	0	+ 9.0 +	
✓	Concentration	CON	-1	=	-1	+	
	Craft (Mechanical)	INT	10	=	3	+ 7.0 +	
✓	Deception	CHA	11	=	2	+ 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	18	=	4	+ 9.0 +	5
✓	Survival	WIS	0	=	0	+	
✓	Treat Injury	WIS	0	=	0	+	
✓	Use Rope	DEX	4	=	4	+	
				=		+	+
				=		+	+

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

Aug 10, 2009 5:18:22 PM
Created using PCGen 5.17.0

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 1

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Backpack	Equipped	1	3.0	10.0
0 lbs.				
Brass Knuckles	Carried	1	1.0	5.0
Cap (Broadcloth)	Equipped	1	0.0	5.0
Crossbow	Carried	1	7.0	9.0
0 lbs.				
1 Bolt				
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
At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trapfinding
Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it. Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a normal trap has a DC of at least 20, higher if it is well hidden. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Trap Sense
+2, At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge
Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

TALENTS

Sneak Attack
+2d6 Damage, Any time the Rogue's target would be denied her Dexterity bonus to Defense (whether she actually has a Dexterity bonus or not), the Rogue's attack deals +1d6 points of damage. Should the Rogue score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less. With a sap or an unarmed strike, the Rogue can make a sneak attack that deals nonlethal damage instead of normal damage. He cannot use a weapon that deals normal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack. A Rogue can only sneak attack living creatures with discernible anatomies. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the Rogue must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The Rogue cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach. If the Rogue gains sneak attack from another class or feat, the bonus dice from the various sneak attacks stack.

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

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

Aug 10, 2009 5:18:22 PM
Created using PCGen 5.17.0

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 2

Notes:

Character Sheet Notes:

Aug 10, 2009 5:18:22 PM
Created using PCGen

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 3