

Jimmy De Hand

NAME

Rogue6

CLASS

6

Character Level

15000

EXPERIENCE

21000

NEXT LEVEL

PLAYERNAME

Wildling

RACE

17

AGE

Medium

SIZE

Male

GENDER

DEITY

4' 9"

HEIGHT

,

EYES

ALIGNMENT

120 lbs.

WEIGHT

HAIR

VISION

-93

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 Strength	10	+0	10	+0	10	+0	HP hit points	18											Walk 30 ft.															
DEX Dexterity	18	+4	18	+4	18	+4	AC armor class	20	:	16	:	20	=	10	+	0	+	0	+	4	+	0	+	0	+	0	+	0	+	0	+			
CON Constitution	8	-1	8	-1	8	-1	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	

INITIATIVE

modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP				
MELEE attack bonus	+6/+1	=	+6/+1	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+10/+5	=	+6/+1	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+6/+1	=	+6/+1	+	+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		
1H-O	+2/-3	1	2W-P-(OL)		+2/-3		
2H	+6/+1	1	2W-OH		-2		
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		
1H-O	+2/-3	1d4	2W-P-(OL)		+2/-3		
2H	+6/+1	1d4	2W-OH		-2		
	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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
					RANKS	MISC MODIFIER
✓	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	18	=	4	+ 9.0 + 5
✓	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 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 +4 bonus on Stealth 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

Notes:

Character Sheet Notes: