Cornelius	Human				_ 1
Character Name	Race	ECL Player NG			
Rogue(3)/Ranger(1)			atron Deity		
Medium Male	Uthir	•	A Shadow Falls		
Size Age Gender Height Weight Eyes	Hair Skin Homelan		Campaign		
ABILITY SCORE MODIFIER TEMP. MODIFIER	TMP. HP DAMAGE	NON	I-LETHAL DAMAGE		
STR (12 (+1)			1	HIT DICE	SPEED SPEED
	[23][6		30
DEX (18 Y+4)	ARMOR BONUS	SHIELD DEX DEFLECT. SIZE BONUS MODIFIER MODIFIER MODIFIER	NAT. MISC. DAMAGE ARMOR MODIFIER REDUCT.	MISS SPI	ELL CHECK SPELL URE PENALTY RESIST
CON (12 (+1) AC	3 +	+ 4 + + +	+ + +10	CHANCE FAIL	ORE PENALIT RESIST
		DEX MISC			
INT (14) +2) Flat Footed	INIT	MODIFIER MODIFIER	1234 SKILL NAME		/
WIS (10 (0) AC		=(4)+(4)	1 2 3 4 8 6	TOTAL	ABILITY RANKS MISC MOD
TOUCH	DAD	+3	✓ Appraise ■		= 2 + +
(CHA (12)(+1) AC	BAB	+3	Balance ■ Bluff ■		= 4 + +2 +2
TOTAL BASE ABILITY MAGIC MISC TE SAVE MODIFIER MODIFIER MODIFIER MOD	MP. Conditional Modifiers TEMP. TOTAL	Character Sketch	Climb •		= <u>1</u> + <u>5</u> +
FORT 3 1 0	ITIER		Concentration ■	CON :	= 1 + +
			Craft ()	INT :	= 2 + + +
(REF) ₌ (5) ₊ (4) ₊			☐ Decipher Script ☐ Diplomacy ■	CHA :	= 2 + + + + + + + + + + + + + + + + + +
WILL 1 0) R	Disable Device	INT :	= 2 + 6 +
	TV 0175 1105	J SEX F	✓		= 1 + +
TOTAL BASE ATTACK BONUS MODIL			Escape Artist Forgery	DEX*	= 4 + + +
GRAPPLE _(+3) ₊ (1	.)+()+ +		Gather Information	CHA :	= 2 + + + + + + + + + + + + + + + + + +
WEAPON TOTAL ATTACK BONUS			Handle Animal	CHA :	= 1 + +
	DAMAGE CRITICAL		Heal •	WIS :	=++
Comp. Shortbow +7 RANGE WEIGHT TYPE SIZE SPEC	d6+1 20/x3 AL PROPERTIES	Sign, Sigil or Coat of Arms	Hide Intimidate	DEX*	= 4 + 6 + = 1 + + 2
70 2.00 P M	AL PROPERTIES	I have	✓/ Jump ■	, —	$=\frac{1}{1} + \frac{7}{5} + \frac{72}{2}$
			Knowledge (arcana)	INT :	=++
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	The state of the s	Knowledge (arch/eng)	INT :	= + + +
Rapier +4	d6+1 18-20/x2		Knowledge (dungeon.) Knowledge (geography)	INT	= 2 + 1 +
1 '	AL PROPERTIES		Knowledge (history)	INT :	= + +
2.00 P M			Knowledge (local) ()INT :	= 2 + +
WEAPON TOTAL ATTACK BONUS			Knowledge (nature) Knowledge (nobility)	INT I	= 2 + 1 +
TOTAL ATTACK BONUS	DAMAGE CRITICAL		Knowledge (religion)	INT :	* = + +
RANGE WEIGHT TYPE SIZE SPEC	AL PROPERTIES	. January	Knowledge (the planes)	INT :	=++
NAME NEIGHT STEE	ALT NOT EXTEN	DURATION TRACKER	Listen Move Silently	WIS :	+ 6 +
Ammunition		_ Effect	Open Lock		= 4 + 6 + = 4 + 6 +
Ammunition	0000 0000 0000 0000 0000 0000	- Ffoot	V Perform ()		= 1 + +
MEADON			Profession ()	WIS :	=+_+
TOTAL ATTACK BONUS	DAMAGE CRITICAL	Effect		DEX INT	= 4 + 2 + = 2 + 6 +
RANGE WEIGHT TYPE SIZE SPEC	AL PROPERTIES	<u> </u>	Sense Motive	WIS :	= + 5 +
		Effect	Sleight of Hand	DEX*	= 4 + +2
Ammunition DODD DODD		_	Speak language (_) INT	=++ =++
Ammunition	0000 0000 0000 0000 0000 0000	NOTES	Spot ■	WIS :	=++ = + 6 +
ADMOD	IAX DEX CHECK PEN SPELL FAIL SPEED		Survival ■	WIS :	+ 4 +
Studded leather L +3	5 0 15		Swim ■	STR* :	= 1 + + +
SPECIAL PROPERTIES	- - 10	1	Tumble Use Magic Device	├	= <u>4</u> + <u>5</u> + <u>2</u> = 1 + +
mw			✓/✓ Use Rope ■	DEX :	= 4 + +
SHIELD	IAV DEV CUECK DEN CDELLEAU	_			=_+_+
TYPE BONUS M	O O O				=+_+
SPECIAL PROPERTIES	- - -	-	-		
					= + + +
PROTECTIVE ITEMS TYPE	WIGOET - WEAT				=++
BONUS TYPE	MISCELLANEOUS				=++ = + +
					=_+_+
					+_+
		-			=++ = + +
		II		'لــــا	

					10	0000	SPECIAL ABILITIES		SPEL	LS/N	OTES	
Experience	1				Experie	ence needed	Human					
GEAR							Extra feat					
Cost	Item	WT.	Cost	Item		WT.	extra skill points					
	Comp. Shortbow	2.00	100.00	Thieves 1	tools mw	2.00	favored class: any					
	Rapier	2.00					Rogue					
	II.						trapfinding					
	Backpack	2.00					Evasion					
	Bedroll	5.00					Sneak attack +2d6					
	Candles x2	0.00					trap sense +2					
	Map case	0.50					Ranger					
	Chalk x2	0.00					1st favored enemy					
	Fishhook x2	0.00					track					
	Flint and Steel	0.00					wild empathy					
	Grappling hook	4.00					FEATS					
	Ink	0.00										
	Inkpen x2	0.00					Improved Initiative					
	Lantern, bullseye	3.00					Point Blank Shot					
0.40	Oil x4	4.00					Precise Shot					
1.00	Parchment x5	0.00										
2.00	Belt pouch x2	1.00										
	Rations x2	2.00										
10.00	Silk rope 50 ft	5.00										
0.20	Sack ×2	1.00										
1.00	Sewing needle x2	0.00										
2.00	Shovel	8.00										
1.00	Waterskin	4.00										
314.13	TOTALS	63.50		TC	TALS							
	•	GIC	ITEM	9								
		GIC	II EIVI	<u> </u>	_							
Cost	Item				Location	WT.						
									sp	ells		
								CAST	SPELL		SPELLS	BONUS
								TODAY	SAVE DC		PER DAY	SPELLS
							ENCUMBRANCE			0	()
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							LIGHT LOAD MED. LOAD HEAVY LOAD			1		ノ
							(43)(86)(130)			2		
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0.00	<u> </u>					0.00	LIFT LIFT OFF DRAG			3	()
TREASURE				130 (260) (650)	_	$i \sim 1$		\sim				
Value Ite	m	WT.	Value Iter	m		WT.	(130) (260) (650)			4	()
							LANGUAGES		$i \sim 1$	_		
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							Common			6		
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