

New6

NAME

Rog3

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Half-Elf

RACE

21

AGE

Medium

SIZE

Maschio

GENDER

DEITY

0 cm

HEIGHT

0 kg

WEIGHT

Neutral Good

ALIGNMENT

Low-light

VISION

82

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED																		
STR Strength	10	+0	10	+0	10	+0	HP hit points	19									Walk 6 m																				
DEX Dexterity	18	+4	18	+4	18	+4	AC armor class	16	TOTAL	13	FLAT	13	TOUCH	10	BASE	3	ARMOR BONUS	0	SHIELD BONUS	3	STAT	0	SIZE	0	NATURAL ARMOR	0	DEFLEC-TION	0	MISC		MISS CHANCE	15	ARCANE SPELL FAILURE	-3	ARMOR CHECK PENALTY	0	SPELL RESIST

INITIATIVE

modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+2

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3		
✓ Appraise	INT	0	=	0	+	+	
✓ Balance	DEX	9	=	4	+	+6.0	-1
✓ Bluff	CHA	0	=	0	+	+	
✓ Climb	STR	3	=	0	+	+6.0	-3
✓ Concentration	CON	2	=	2	+	+	
✓ Craft (Untrained)	INT	0	=	0	+	+	
✓ Diplomacy	CHA	2	=	0	+	+	2
✓ Disable Device	INT	6	=	0	+	+6.0	+
✓ Disguise	CHA	6	=	0	+	+6.0	+
✓ Escape Artist	DEX	1	=	4	+	+	-3
✓ Forgery	INT	0	=	0	+	+	
✓ Gather Information	CHA	2	=	0	+	+	2
✓ Heal	WIS	0	=	0	+	+	
✓ Hide	DEX	7	=	4	+	+6.0	-3
✓ Intimidate	CHA	0	=	0	+	+	
✓ Jump	STR	-7	=	0	+	+	-7
✓ Listen	WIS	1	=	0	+	+	1
✓ Move Silently	DEX	1	=	4	+	+	-3
✓ Ride	DEX	4	=	4	+	+	
✓ Search	INT	1	=	0	+	+	1
✓ Sense Motive	WIS	0	=	0	+	+	
✓ Spot	WIS	7	=	0	+	+6.0	1
✓ Survival	WIS	0	=	0	+	+	
✓ Swim	STR	-6	=	0	+	+	-6
✓ Tumble	DEX	7	=	4	+	+6.0	-3
✓ Use Magic Device	CHA	6	=	0	+	+6.0	+
✓ Use Rope	DEX	4	=	4	+	+	
			=	+	+	+	
			=	+	+	+	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	=	+1	+2	+0	+0	+0	
REFLEX (dexterity)	+7	=	+3	+4	+0	+0	+0	
WILL (wisdom)	+1	=	+1	+0	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	=	+2	+0	+0	+0	+0
RANGED attack bonus	+6	=	+2	+4	+0	+0	+0
GRAPPLE attack bonus	+2	=	+2	+0	+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3	20/x2	1,5 m

*Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
TH	9 m	Both	P	M	20/x3	1,5 m
	18 m					
	36 m					
	54 m					
	72 m					
Dam	+7	+6	+4	+2	+0	
	1d6+1	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
*Studded Leather	Light	+3	+5	-1	15

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Arrows (50)	Quiver	2	NaN	2.5 (5.0)
00000 00000 00000 00000 00000			(NaN)	
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
Backpack	Equipped	1	1.0	2.0
0 kg				
Quiver	Equipped	1	NaN	0.1
7.5 kg, 2 Arrows (50)				
Shortbow	Equipped	1	1.0	30.0
0 kg				
Studded Leather	Equipped	1	10.0	25.0
TOTAL WEIGHT CARRIED/VALUE			19.75	62.1 gp
			kg	

WEIGHT ALLOWANCE					
Light	16,5	Medium	33	Heavy	50
Lift over head	50	Lift off ground	100	Push / Drag	250

Special Attacks	
<b>Sneak Attack</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
+2d6	

Special Qualities	
<b>Immunity to magic sleep effects</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>Elven Blood</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>Evasion (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.	
<b>Trapfinding</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
<b>Trap Sense Ability (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+1	

Feats	
<b>Point Blank Shot</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
<b>Precise Shot</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
<b>Armor Proficiency (Light)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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.	
<b>Simple Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

PROFICIENCIES
Aboleth Bite, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Giant Rock, Grapple, Halbspear, Halbspear (Salamander), Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar, Muspelrule, Pincerstaff, Quarterstaff, Rapier, Sap, Shortbow, Shortspike, Shortspike (Salamander), Sickle, Sickle (Heavy), Sling, Spear, Spells(Ray), Sword (Short), Tail Club, Unarmed Strike

LANGUAGES
Common, Elven