

Robin Hood

CHARACTER NAME

Fighter/Rogue

CLASS

1/1

LEVEL

Human

RACE

Humanoid (human)

TYPE

Medium

SIZE

Male

GENDER

N

ALIGNMENT

23

AGE

5'11"

HEIGHT

198 lbs

WEIGHT

Bandit Kingdoms

REGION

DEITY

EYES

HAIR

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

STR

STRENGTH

14

+2

DEX

DEXTERITY

16

+3

CON

CONSTITUTION

12

+1

INT

INTELLIGENCE

12

+1

WIS

WISDOM

10

+0

CHA

CHARISMA

8

-1

TOTAL

HP

HIT POINTS

13

TOTAL

AC

ARMOR CLASS

17

TOTAL

TOUCH

ARMOR CLASS

13

TOTAL

FLAT-FOOTED

ARMOR CLASS

14

TOTAL

INITIATIVE

+3

TOTAL

BASE ATTACK

+1

WOUNDS

NON-LETHAL DAMAGE

SPEED

20 ft/x4

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

FORTITUDE

CONSTITUTION

+3

2

1

0

REFLEX

DEXTERITY

+5

2

3

0

WILL

WISDOM

+0

0

0

0

GRAPPLE

MODIFIER

+3

1

2

0

0

TOTAL

BASE ATTACK

STR MODIFIER

SIZE MODIFIER

MISC. BONUS

SPELL RESISTANCE

0

ARCANE SPELL FAILURE

ACTION POINTS

TOTAL

MELEE

ATTACK BONUS

+3

TOTAL

RANGED

ATTACK BONUS

+4

ATTACK 1

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Silver longsword

+5

1d8+2

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

0 ft

4 lb

S

Medium

One-handed

AMMUNITION

ATTACK 2

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork longsword

+5

1d8+2

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

0 ft

4 lb

S

Medium

One-handed

AMMUNITION

ATTACK 3

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork bastard sword

+4

1d10+3

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

0 ft

6 lb

S

Medium

Two-handed

AMMUNITION

ATTACK 4

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Pistol

+4

1d10

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

50 ft

3 lb

P

Medium

One-handed

AMMUNITION

ATTACK 5

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Bayonet

+3

1d8+3

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

0 ft

0,5 lb

P

Medium

Two-handed

AMMUNITION

ATTACK 6

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Musket

+4

1d12

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

100 ft

10 lb

P

Medium

AMMUNITION

CLASS SKILLS

SKILLS

MAX RANKS:

SKILL NAME

KEY ABILITY

SKILL MODIFIER

=

ABILITY MODIFIER

+

RANKS

+

MISC. BONUS

x Appraise¹

INT

2

=

1

+

1

+

0

x Balance¹

DEX*

0

=

3

+

0

+

-3

x Bluff¹

CHA

-1

=

-1

+

0

+

0

x Climb¹

STR*

1

=

2

+

2

+

-3

Concentration¹

CON

1

=

1

+

0

+

0

x Craft skills...¹

INT

1

=

1

+

0

+

0

x Decipher Script

INT

2

=

1

+

1

+

0

x Diplomacy¹

CHA

-1

=

-1

+

0

+

0

x Disable Device

INT

7

=

1

+

4

+

2

x Disguise¹

CHA

-1

=

-1

+

0

+

0

x Escape Artist¹

DEX*

0

=

3

+

0

+

-3

x Forgery¹

INT

1

=

1

+

0

+

0

x Gather Information¹

CHA

-1

=

-1

+

0

+

0

Heal¹

WIS

0

=

0

+

0

+

0

x Hide¹

DEX*

4

=

3

+

4

+

-3

x Intimidate¹

CHA

-1

=

-1

+

0

+

0

x Jump¹

STR*

-2

=

2

+

5

+

-9

x Listen¹

WIS

4

=

0

+

4

+

0

x Move Silently¹

DEX*

4

=

3

+

4

+

-3

x Open Lock

DEX

9

=

3

+

4

+

2

x Perform skills ...¹

CHA

-1

=

-1

+

0

+

0

x Ride¹

DEX

4

=

3

+

1

+

0

x Search¹

INT

5

=

1

+

4

+

0

x Sense Motive¹

WIS

0

=

0

+

0

+

0

x Sleight of Hand

DEX*

2

=

3

+

2

+

-3

x Spot¹

WIS

4

=

0

+

4

+

0

Survival¹

WIS

0

=

0

+

0

+

0

x Swim¹

STR**

-4

=

2

+

0

+

-6

x Tumble

DEX*

6

=

3

+

4

+

-1

x Use Rope¹

DEX

/ 3 000

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
Masterwork Chain shirt	Light	+4	+4

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
−1	20%	20	25	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
thieve's tools (masterwork)	1	backpack	2
climber's kit	5	bedroll	5
explorer's outfit	8	long sword mw	4
tindertwigs 4		cursed sword	4
torch	2	pistol x2	6
oil	3	musket	11
healer's kit x2	2	bastard sword	6
Magnifying glass		waterskin	4
acid (flask) x2	2	flint and steel	
alchemical fire x2	2	bullets x 30	
smokestick x2	1	Magic Items Equipped by Slot	
everburning torch	1	Ring Slot (RH)	
caltrops x3	6	(none) (0 GP)	
mirror smal steel	0,5	Ring Slot (LH)	
rope, silk 50 ft	5	(none) (0 GP)	
grappling hook	4	Hand Slot	
Whetstone	1	(none) (0 GP)	0
buckler	5	Arm Slot	
		(none) (0 GP)	0
		Head Slot	
		(none) (0 GP)	0
		Face Slot	
		(none) (0 GP)	0
		Shoulder Slot	
		(none) (0 GP)	0
		Neck Slot	
		(none) (0 GP)	0
		Body Slot	
		(none) (0 GP)	0
		Torso Slot	
		(none) (0 GP)	0
		Waist Slot	
		(none) (0 GP)	0
		Feet Slot	
		(none) (0 GP)	0
		TOTAL WEIGHT CARRIED	115,5

NOTES

LANGUAGES

Common

English

French

SPECIAL ABILITIES

- RACIAL ABILITIES —
- × Base land speed of 30 feet.
- × Bonus Feat: 1st level bonus feat
- × Favored Class: Any
- CLASS ABILITIES —
- × Proficient in all armor, and all shields (including tower shields)
- × Proficient with all simple and martial weapons, and with Blunderbuss, Hand Crossbow, Pistol.
- × Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC; or you are flanking them; you inflict an extra 1d6 damage. Ranged attacks must be within 30 feet to gain this; and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage; as do creatures with concealment.
- × Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- FEATS —
- × Exotic Weapon Proficiency(PH 94) (Pistol; Musket; Blunderbuss) : No penalty on attacks with specific exotic weapon.
- × Quick Draw(PH 98) : Draw weapon as free action.
- × Two-Weapon Fighting(PH 102) : Reduce two-weapon fighting penalties by 2.
- × Weapon Focus(PH 102) (Longsword) : +1 bonus on attack rolls with selected weapon.

CARRYING INFO

58

LIGHT LOAD

116

MED LOAD

175

HEAVY LOAD

175

LIFT OVER HEAD

350

LIFT OFF GROUND

875

PUSH DRAG

MONEY

PP	
GP	
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day

Used

Turning/Rebuking Check Modifier

Turning Check	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.

[illegible]