

Arllette

Character Name

Rogue 2

CLASS

2 (2)

Character Level (CR)

1000 / 3000

EXP/NEXT LEVEL

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

DEX

Dexterity

15

+2

15

+2

CON

Constitution

15

+2

15

+2

INT

Intelligence

17

+3

17

+3

WIS

Wisdom

17

+3

17

+3

CHA

Charisma

15

+2

15

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

Player Name

Human / Humanoid

RACE

27

Female

AGE

GENDER

HP

hit points

13

WOUNDS/CURRENT HP

AC

armor class

14

:

12

:

12

=

10

+

2

+

0

+

2

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+2

=

+2

+

+0

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Olidammara

None

Chaotic Good

Deity

Region

Alignment

Medium / 5 ft.

5' 6" / 111 lbs.

Normal

SIZE / FACE

HEIGHT / WEIGHT

VISION

EYES

HAIR

Points

SPEED

Walk 30 ft.

TOTAL SKILLPOINTS: 60		MAX RANKS: 5/2.5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Appraise		INT	8	=	3	+ 5
✓ Balance		DEX	4	=	2	+ 2
✓ Bluff		CHA	7	=	2	+ 5
✓ Climb		STR	2	=	2	
✓ Concentration		CON	2	=	2	
✓ Concentration (Cast defensively)			0	=	0	
✓ Craft (Untrained)		INT	3	=	3	
✓ Diplomacy		CHA	4	=	2	+ 2
✓ Disable Device		INT	7	=	3	+ 4
✓ Disguise		CHA	2	=	2	
✓ Disguise (Act in character)		CHA	4	=	2	+ 2
✓ Escape Artist		DEX	2	=	2	
✓ Forgery		INT	3	=	3	
✓ Gather Information		CHA	7	=	2	+ 5
✓ Heal		WIS	3	=	3	
✓ Hide		DEX	6	=	2	+ 4
✓ Intimidate		CHA	4	=	2	+ 2
✓ Jump		STR	4	=	2	+ 2
✓ Knowledge (Untrained)		INT	3	=	3	
✓ Listen		WIS	6	=	3	+ 3
✓ Move Silently		DEX	6	=	2	+ 4
✓ Open Lock		DEX	7	=	2	+ 5
✓ Ride		DEX	2	=	2	
✓ Search		INT	6	=	3	+ 3
✓ Sense Motive		WIS	8	=	3	+ 5
✓ Sleight of Hand		DEX	11	=	2	+ 5 + 4
✓ Spot		WIS	5	=	3	+ 2
✓ Survival		WIS	3	=	3	
✓ Swim		STR	2	=	2	
✓ Tumble		DEX	7	=	2	+ 5
✓ Use Magic Device		CHA	7	=	2	+ 5
✓ Use Rope		DEX	4	=	2	+ 2
			=		+	+
			=		+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

0

+

RANGED

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

0

+

GRAPPLE

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Special Properties:

+3

1d3+2

20/x2

5 ft.

*Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Primary	P	M	19-20/x2	5 ft.
To Hit: +4		Damage: 1d8+1				
TH	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
	+3	+1	-1	-3	-5	
Dam	1d8	1d8	1d8	1d8	1d8	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-7	-9	-11	-13	-15	
Dam	1d8	1d8	1d8	1d8	1d8	
Special Properties: Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.						

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit		Dam	To Hit		Dam	
1H-P	+3	1d4+2	2W-P-(OH)	-3	1d4+2	
1H-O	-1	1d4+1	2W-P-(OL)	-1	1d4+2	
2H	+3	1d4+2	2W-OH	-5	1d4+1	
10 ft.		20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-3	-5	
Dam	1d4+3	1d4+3	1d4+3	1d4+2	1d4+2	

*: 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

*Leather

Light

+2

+6

+0

10

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible leather.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Crossbow, Light	Equipped	1	4 / 35
Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.			
Traveler's Outfit	Equipped	1	5 / 1
This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.			
Leather	Equipped	1	15 / 10
The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible leather.			
Backpack	Equipped	1	2 / 2
9 lbs., 1 Chalk (1 piece), 1 Candle, 1 Holy Symbol, Silver, 1 Flint and Steel, 1 Sewing Needle, 1 Torch, 1 Thieves' Tools, 2 Rations (Trail/Per Day), 1 Bedroll			
Chalk (1 piece)	Backpack	1	0 / 0
Candle	Backpack	1	0 / 0
☐ A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination.Duration: 1 hr., Shadowy Illumination: 5 ft.			
Holy Symbol, Silver	Backpack	1	0 / 0
A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion. A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.			
Flint and Steel	Backpack	1	0 / 1
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.			
Sewing Needle	Backpack	1	0 / 0.5
Torch	Backpack	1	1 / 0
☐ A typical torch is a wooden rod capped with a twisted flax soaked in tallow. A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. See page 164 for more rules on illumination. If a torch is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Thieves' Tools	Backpack	1	1 / 30
This kit contains the tools you need to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.			
Rations (Trail/Per Day)	Backpack	2	1 (2) / 0.5 (1)
☐☐			
Bedroll	Backpack	1	5 / 0.1
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.			
Bolt	Equipped	18	0.1 (1.8) / 0.1 (1.8)
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls)and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.			
Waterskin (Filled)	Equipped	1	4 / 1
A waterskin is a leather pouch with a narrow neck that is used for holding water.			
Dagger	Carried	1	1 / 2
TOTAL WEIGHT CARRIED/VALUE		36.8 lbs.	85.4gp

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

MONEY	
Total= 0 gp [Unspent Funds = 474.04 gp]	

MAGIC

Languages
Common, Elven, Halfling, Sylvan

Other Companions

Special Attacks
Sneak Attack +1d6 [Wizards of the Coast - Players Handbook]
+1d6

Special Qualities
Evasion (Ex) [Wizards of the Coast - Players Handbook, p.50] 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 (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue (such as one who is unconscious or paralysed) does not gain the benefit of evasion.
Human Racial Traits (Ex) [Wizards of the Coast - Players Handbook] 4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.
Sneak Attack [Wizards of the Coast - Players Handbook, p.50]

You can do an additional 1d6 damage if your opponent is unable to defend against you - whenever your opponent would be denied any dex bonus to AC, or you are flanking. Even at range (up to 30'). Creatures immune to critical hits are also immune to this sneak bonus. This damage can be non-lethal only if you use a sap (blackjack) or unarmed attack

Trapfinding	[Wizards of the Coast - Players Handbook, p.50]
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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.

Weapon and Armor Proficiency	[Wizards of the Coast - Players Handbook, p.50]
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Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Feats	
Deft Hands	[Wizards of the Coast - Player's Handbook, p.93]
You have exceptional manual dexterity. You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.	
Point Blank Shot	[Wizards of the Coast - Complete Champion, p.98]
You are skilled at making well-placed shots with ranged weapons at close range. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	

Proficiencies
Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, NoProfReq, Quarterstaff, Ranged Spell, Rapier, Sap, Shortbow, Shortspear, Sickie, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Sword (Short), Unarmed Strike

Arlette

Human

RACE

27

AGE

Female

GENDER

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

5' 6"

HEIGHT

111 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Olidammara

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: