

Elsackwen

NAME
Rog4
 CLASS
 4
 Character Level
 6702
 EXPERIENCE
 10000
 NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	21	+5	21	+5	21	+5
CON Constitution	11	+0	11	+0	11	+0
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	11	+0	11	+0	11	+0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+1	+1	+0	+0	+0	+0		
REFLEX (dexterity)	+9	+4	+5	+0	+0	+0		
WILL (wisdom)	+4	+1	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+3	+2	+0	+0	+0	
RANGED attack bonus	+8	+3	+5	+0	+0	+0	
GRAPPLE attack bonus	+5	+3	+2	+0	+0	+0	

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

Dagger		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P +5	1d4+2	2W-P-(OH) -1	1d4+2		
1H-O +1	1d4+1	2W-P-(OL) +1	1d4+2		
2H +5	1d4+2	2W-OH -3	1d4+1		
10 ft. +8	20 ft. +6	30 ft. +4	40 ft. +2	50 ft. +0	
To Hit	Dam				
1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	
Special Properties					

Longbow (Composite/+2)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	20/x3
To Hit	Dam	To Hit	Dam		
30 ft. +8	110 ft. +8	220 ft. +6	330 ft. +4	440 ft. +2	
To Hit	Dam				
1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	
Special Properties STR bonus to damage					

*Longsword		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	S	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P +5	1d8+2	2W-P-(OH) -1	1d8+2		
1H-O +1	1d8+1	2W-P-(OL) +1	1d8+2		
2H +5	1d8+3	2W-OH -5	1d8+1		
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 (Masterwork)	Light	+3	+5	+0	15

Vee

PLAYERNAME
 Elf
 RACE
 126
 AGE
 Medium
 SIZE
 Male
 GENDER

DEITY
 5' 3"
 HEIGHT
 chestnut
 HAIR
 135 lbs.
 WEIGHT
 auburn,
 HAIR

Chaotic Neutral
 ALIGNMENT
 Low-light
 VISION
 0
 POINTS

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
19				Walk 30 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
18	18	15	10	3	0	5	0	0	0	0		15	+0	0

INITIATIVE modifier

+5 = +5 + +0

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus

+3

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5	MISC MODIFIER	
✓ Appraise	INT	3	= 3	+	+		
✓ Balance	DEX	7	= 5	+	2.0	+	
✓ Bluff	CHA	0	= 0	+	+		
✓ Climb	STR	7	= 2	+	5.0	+	
✓ Concentration	CON	0	= 0	+	+		
✓ Craft (Untrained)	INT	3	= 3	+	+		
✓ Diplomacy	CHA	0	= 0	+	+		
✓ Disable Device	INT	10	= 3	+	7.0	+	
✓ Disguise	CHA	2	= 0	+	2.0	+	
✓ Escape Artist	DEX	7	= 5	+	2.0	+	
✓ Forgery	INT	3	= 3	+	+		
✓ Gather Information	CHA	3	= 0	+	3.0	+	
✓ Heal	WIS	3	= 3	+	+		
✓ Hide	DEX	14	= 5	+	7.0	+	2
✓ Intimidate	CHA	0	= 0	+	+		
✓ Jump	STR	4	= 2	+	2.0	+	
✓ Listen	WIS	12	= 3	+	7.0	+	2
✓ Move Silently	DEX	14	= 5	+	7.0	+	2
✓ Open Lock	DEX	12	= 5	+	7.0	+	
✓ Ride	DEX	5	= 5	+	+		
✓ Search	INT	12	= 3	+	7.0	+	2
✓ Sense Motive	WIS	3	= 3	+	+		
✓ Spot	WIS	12	= 3	+	7.0	+	2
✓ Survival	WIS	3	= 3	+	+		
✓ Swim	STR	3	= 2	+	1.0	+	
✓ Tumble	DEX	6	= 5	+	1.0	+	
✓ Use Magic Device	CHA	7	= 0	+	7.0	+	
✓ Use Rope	DEX	8	= 5	+	3.0	+	
			=	+	+		
			=	+	+		

✓: can be used untrained. X: exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Arrows (20)	Carried	1	3.0	1.0
<input type="checkbox"/>				
Studded Leather (Masterwork)	Equipped	1	20.0	175.0
Backpack	Carried	1	2.0	2.0
<small>21.5 lbs., 1 Flint and Steel, 1 Grappling Hook, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Mirror (Small/Steel), 1 Outfit (Explorer's), 1 Parchment (Sheet), 2 Potion of Cure Light Wounds, 1 Rope (Silk/50 Ft.), 1 Sack, 1 Sack, 4 Sack, 1 Sealing Wax</small>				
Dagger	Carried	1	1.0	2.0
Flint and Steel	Backpack	1	0.0	1.0
Grappling Hook	Backpack	1	4.0	1.0
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0
Inkpen	Backpack	1	0.0	0.1
Longbow (Composite/+2)	Carried	1	3.0	300.0
<small>0 lbs. STR bonus to damage</small>				
Longsword	Equipped	1	4.0	15.0
Mirror (Small/Steel)	Backpack	1	0.5	10.0
Outfit (Explorer's)	Backpack	1	8.0	0.0
Parchment (Sheet)	Backpack	1	0.0	0.2
Potion of Cure Light Wounds	Backpack	2	0.0	50.0
<small>(0.0) (100.0)</small>				
<input type="checkbox"/>				
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0
Sack	Backpack	1	0.5	0.1
<small>0 lbs.</small>				
Sack	Backpack	1	0.5	0.1
<small>0 lbs.</small>				
Sack	Backpack	4	0.5	0.1 (0.4)
<small>(2.0)</small>				
Sealing Wax	Backpack	1	1.0	1.0
Thieves' Tools (Masterwork)	Carried	1	1.0	100.0
TOTAL WEIGHT CARRIED/VALUE			55.5	726.9 gp
			lbs.	

WEIGHT ALLOWANCE

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

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Evasion (Ex)	
Immunity to magic sleep effects.	
Sneak Attack +2d6	
Trap Sense (Ex) +1	
Trapfinding	
Uncanny Dodge (Dex bonus to AC)	

FEATS

Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Stealthy	You get a +2 bonus on all Hide checks and Move Silently checks.
Armor Proficiency (Light)	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.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES

Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES

Common, Elven

Notes:

Character Sheet Notes: