

GENERAL COMBAT

INIT

TOTAL

MODS

MISC

MISC NOTES

+7

=

7

+

AC

15

=

10

+

2

+

0

+

3

+

0

+

0

+

0

+

0

+

0

TOTAL

ARMOR

SHLD

DEX

SIZE

NAT

DG

DEF

OTH

13

12

Yes

APPLIES TO?

APPLIES TO?

APPLIES TO?

TOUCH

FLAT-FOOTED

SHIELD READY

MISC 1

MISC 2

MISC 3

MELEE

TOTAL

BAB

ABILITY

SIZE

OTHER

MISC

+4

=

3

+

Str

+

0

+

0

+

RANGED

TOTAL

BAB

ABILITY

SIZE

OTHER

MISC

+6

=

3

+

Dex

+

0

+

0

+

COMBAT MANEUVERS

CMB

TOTAL

BAB

ABILITY

SIZE

OTHER

MISC

+4

=

3

+

1

+

0

+

0

+

CMD

17

=

10

+

3

+

1

+

3

+

0

+

0

+

0

+

0

+

TOTAL

BAB

STR

DEX

SIZE

DG

DEF

OTH

MISC

1-Handed1-Handed2-Handed

WEAPON / ATTACK

VALUE: 320

ENH

MATERIAL

SIZE

QTY

Rapier

MW

Medium

1

M/R/T

WIELDED AS?

COMBAT OPTION

COMBAT OPTION

COMBAT OPTION

Melee

1-Handed

+ATK

ATTACKS

+DMG

DAMAGE

KEEN?

CRITICAL

0

+7

0

1d6 +1

N

18-20 / x2

RANGE

WGT (lb.)

TYPE

CATEGORY

OTHER NOTES

—

2,0

P

1-handed

SPECIAL PROPERTIES

WEAPON / ATTACK

VALUE: 2

ENH

MATERIAL

SIZE

QTY

Dagger

Medium

1

M/R/T

WIELDED AS?

COMBAT OPTION

COMBAT OPTION

COMBAT OPTION

Thrown

1-Handed

+ATK

ATTACKS

+DMG

DAMAGE

KEEN?

CRITICAL

0

+6

0

1d4 +1

N

19-20 / x2

RANGE

WGT (lb.)

TYPE

CATEGORY

OTHER NOTES

10'

1,0

P or S

Light

SPECIAL PROPERTIES

WEAPON / ATTACK

VALUE: 335

ENH

MATERIAL

SIZE

QTY

Light Crossbow

MW

Medium

1

M/R/T

WIELDED AS?

COMBAT OPTION

COMBAT OPTION

COMBAT OPTION

Ranged

2-Handed

+ATK

ATTACKS

+DMG

DAMAGE

KEEN?

CRITICAL

0

+7

0

1d8

N

19-20 / x2

RANGE

WGT (lb.)

TYPE

CATEGORY

OTHER NOTES

80'

4,0

P

Ranged

SPECIAL PROPERTIES

WEAPON / ATTACK

VALUE: -

ENH

MATERIAL

SIZE

QTY

None

Medium

1

M/R/T

WIELDED AS?

COMBAT OPTION

COMBAT OPTION

COMBAT OPTION

+ATK

ATTACKS

+DMG

DAMAGE

KEEN?

CRITICAL

N

/ x

RANGE

WGT (lb.)

TYPE

CATEGORY

OTHER NOTES

—

SPECIAL PROPERTIES

CHARACTER RECORD SHEET				
Daegil Liadon CHARACTER NAME	Mirko PLAYER NAME			
Half-Elf Humanoid (elf, human) RACE (TYPE/SUBTYPE)	Chaotic Good ALIGNMENT			
Rogue 4 CLASSES	4 CHAR. LVL.			
Desna DEITY/RELIGION	Kyonin REGION			
Medium SIZE	25 AGE	m GENDER	6' 0" HEIGHT	158 lb. WEIGHT (lb.)
DESCRIPTION				

ABILITY	SCORE	MOD	TEMP SCORE	TEMP MOD	PERM MOD	TEMP ENH
STR	13	+1				
DEX	16	+3				
CON	12	+1				
INT	12	+1				
WIS	12	+1				
CHA	12	+1				

SPEED	MOD:
30 ft. / x4	

OTHER SPEEDS	

ENCUMBRANCE	
Light	

SPELL RESISTANCE	

MOD: HP		TOTAL	
		27	
LETHAL		NONLETHAL	
DAMAGE REDUCTION			

Not Available

0

LEVEL

OTHER DC MODS

TIMES/DAY

USED

FOR

+2

=

1

+

1

+

0

+

0

+

Notes:

REF

+7

=

4

+

3

+

0

+

0

+

Notes:

WILL

+2

=

1

+

1

+

0

+

0

+

Notes: Immune to sleep; +2 racial bonus vs. enchantments

ARMOR	VALUE:	10	ENH	MATERIAL	MODIFICATIONS		
Leather							
CATEGORY	1	ARMOR	MAX DEX	ACP	ARCANE FAIL	SPD RED	WGT (lb.)
Light		+2	+6	0	10%	No	15
SPECIAL PROPERTIES							
0							
SHIELD		VALUE:		65	ENH	MATERIAL	
Buckler					Darkwood		
SHIELD BONUS		MAX DEX		ARMOR CHECK	ARCANE FAIL	WGT (lb.)	
+1		—		0	5%	2,5	
SPECIAL PROPERTIES							

SENSES			
	MOD	PASSIVE	SPECIAL
Perception	+10	+20	Low-Light Vision
CONDITIONAL MODIFIERS / OTHER			

CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	RANK	CALC MODS	MISC MOD	COND MODS
☒	Acrobatics	Dex*	+13	= 4	+ 9	+	
☒	Appraise	Int	+5	= 1	+ 4	+	
☒	Bluff	Cha	+7	= 3	+ 4	+	
☒	Climb	Str*	+7	= 3	+ 4	+	
☒	Craft (untrained)	Int	+1	= 0	+ 1	+	
☒	Diplomacy	Cha	+5	= 1	+ 4	+	
☒	Disable Device	Dex*	+12	= 4	+ 8	+	
☒	Disguise	Cha	+5	= 1	+ 4	+	
☒	Escape Artist	Dex*	+7	= 1	+ 6	+	
☐	Fly	Dex*	+3	= 0	+ 3	+	
☐	Handle Animal	Cha	NA	= 0	+ 1	+	
☐	Heal	Wis	+1	= 0	+ 1	+	
☒	Intimidate	Cha	+1	= 0	+ 1	+	
☐	Knowledge (arcana)	Int	NA	= 0	+ 1	+	
☒	Knowledge (dungeo	Int	+5	= 1	+ 4	+	
☐	Knowledge (engine	Int	NA	= 0	+ 1	+	
☐	Knowledge (geograp	Int	NA	= 0	+ 1	+	
☐	Knowledge (history)	Int	NA	= 0	+ 1	+	
☒	Knowledge (local)	Int	+5	= 1	+ 4	+	
☐	Knowledge (nature)	Int	NA	= 0	+ 1	+	
☐	Knowledge (nobility	Int	NA	= 0	+ 1	+	
☐	Knowledge (planes)	Int	NA	= 0	+ 1	+	
☐	Knowledge (religion	Int	NA	= 0	+ 1	+	
☐	Knowledge (spirits)	Int	NA	= 0	+ 1	+	
☒	Linguistics	Int	+5	= 1	+ 4	+	
☒	Perception	Wis	+10	= 4	+ 6	+	
☒	Perform (wind)	Cha	+8	= 4	+ 4	+	
☒	Profession (untrain	Wis	NA	= 0	+ 1	+	
☐	Ride	Dex*	+3	= 0	+ 3	+	
☒	Sense Motive	Wis	+5	= 1	+ 4	+	
☒	Sleight of Hand	Dex*	+7	= 1	+ 6	+	
☐	Spellcraft	Int	NA	= 0	+ 1	+	
☒	Stealth	Dex*	+10	= 4	+ 6	+	
☐	Survival	Wis	+1	= 0	+ 1	+	
☒	Swim	Str*	+5	= 1	+ 4	+	
☒	Use Magic Device	Cha	+8	= 4	+ 4	+	
				=	+	+	
				=	+	+	

* Armor Check Penalty applies. NA Skills cannot be used untrained

MAGIC ITEMS

BELT (BELT OR GIRDLE)	VALUE	WEIGHT
	0	-
DESCRIPTION		

BODY (ROBE OR VESTMENT)	VALUE	WEIGHT
	0	-
DESCRIPTION		

CHEST (MANTLE, VEST, OR SHIRT)	VALUE	WEIGHT
	0	-
DESCRIPTION		

EYES (PAIR OF LENSES OR GOGGLES)	VALUE	WEIGHT
	0	-
DESCRIPTION		

FEET (PAIR OF BOOTS, SHOES, OR SLIPPERS)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HAND (ONE GLOVE OR GAUNTLET)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HAND (ONE GLOVE OR GAUNTLET)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HEAD (CIRCLET, CROWN, HAT, HELM, OR MASK)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HEADBAND (HEADBAND OR PHYLACTERY)	VALUE	WEIGHT
	0	-
DESCRIPTION		

NECK (AMULET, BROOCH, MEDALLION, NECKLACE, PERIAPT, SCARAB)	VALUE	WEIGHT
	0	-
DESCRIPTION		

RING	VALUE	WEIGHT
	0	-
DESCRIPTION		

RING	VALUE	WEIGHT
	0	-
DESCRIPTION		

SHOULDERS (CLOAK OR CAPE)	VALUE	WEIGHT
	0	-
DESCRIPTION		

WRISTS (PAIR OF BRACERS OR BRACELETS)	VALUE	WEIGHT
	0	-
DESCRIPTION		

[illegible][illegible]

RACIAL ABILITIES

- Low-Light Vision: may see twice as far as humans in conditions of dim light
- Adaptability: gain Skill Focus as bonus feat
- Elf Blood: count as both elves and humans for any effect related to race
- Elven Immunities: immune to magic sleep effects; gain +2 Racial bonus on saves vs. enchantment spells/effects
- Keen Senses: +2 Racial bonus on Perception checks
- Multitalented: choose 2 favored classes at 1st level instead of 1

TRAITS

FEATS (feats marked with † are not yet fully automated)

- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Improved Initiative: +4 bonus on initiative checks
- Skill Focus [Acrobatics]: +3 bonus on Acrobatics checks
- Weapon Finesse: Use Dex instead of Str on attack rolls w/ any Medium light weapon, Aldori dueling sword, elven curve blade, rapier, whip, or spiked chain; shield armor check penalty applies to attack rolls

CLASS ABILITIES

ROGUE

- Sneak Attack: Deal +2d6 dmg vs. foe w/in 30' denied Dex bonus to AC/flanked; may only deal extra nonlethal dmg w/ nonlethal weapon; must be able to see/reach vital spot, so concealment prohibits sneak attack
- Trapfinding: Gain +2 to Disable Device checks and to Perception checks to locate traps; may use Disable Device on magic traps
- Evasion (Ex): Successful Ref save vs. attack that normally deals half damage instead deals no damage; not available when wearing medium or heavy armor or when helpless
- Rogue Talents: Gain 2 talent(s):
 - Bleeding Attack* (Ex) - Sneak attack also deals 2 bleed dmg (this dmg bypasses DR); stop w/ DC 15 Heal check or any effect that heals hp dmg
 - Trap Spotter (Ex) - GM makes immediate Perception check to notice any trap w/in 10'
- Trap Sense (Ex): Gain +1 bonus on Ref saves vs. traps and +1 Dodge bonus to AC vs. traps
- Uncanny Dodge (Ex): Cannot be caught flat-footed, even if attacker is invisible; still lose Dex bonus to AC if immobilized or if opponent successfully uses feint action