

Guinness

Guy

True Neutral
ALIGNMENT



NAME	PLAYERNAME	DEITY	VISION
Rog6	15000	Halfing	Small
CLASS	EXPERIENCE	RACE	SIZE
6	21000	28	Male
Character Level	NEXT LEVEL	AGE	GENDER

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	11	+0	11	+0	11	+0	44				Walk 20 ft.
DEX Dexterity	20	+5	20	+5	20	+5	AC armor class	19	19	16	10
CON Constitution	14	+2	14	+2	14	+2	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INT Intelligence	17	+3	17	+3	17	+3	INITIATIVE modifier	+5	+5	+0	SHIELD BONUS
WIS Wisdom	16	+3	16	+3	16	+3	TOTAL	DEX MODIFIER	MISC MODIFIER	STAT	SIZE
CHA Charisma	10	+0	10	+0	10	+0	BASE ATTACK bonus	+4		NATURAL ARMOR	DEFLECTION
APP Appearance	11	+0	11	+0	11	+0				MISC	MISS CHANCE
											ARCANE SPELL FAILURE
											ARMOR CHECK PENALTY
											SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	+2	+2	+0	+1	+0		
REFLEX (dexterity)	+11	+5	+5	+0	+1	+0		
WILL (wisdom)	+6	+2	+3	+0	+1	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+5	+4	+0	+1	+0	+0	
RANGED attack bonus	+10	+4	+5	+1	+0	+0	
GRAPPLE attack bonus	+0	+4	+0	-4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d2	20/x2	5 ft.

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+3	1d4	2W-P-(OH)	-1	1d4	
1H-O	+3	1d4	2W-P-(OL)	+1	1d4	
2H	+3	1d4	2W-OH	-1	1d4	
TH	10 ft. +9	20 ft. +7	30 ft. +5	40 ft. +3	50 ft. +1	
Dam	1d4	1d4	1d4	1d4	1d4	
Special Properties						

*Masterwork Sword (Short)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+4	1d6	2W-P-(OH)	+0	1d6	
1H-O	+4	1d6	2W-P-(OL)	+2	1d6	
2H	+4	1d6	2W-OH	+0	1d6	
Special Properties						

Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.	
TH	+8	+8	+6	+4	+2	
Dam	1d6	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
*Masterwork Leather	Light	+2	+6	+0	10

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	5	= 5	+	+
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	2	= 0	+	+ 2
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	0	= 0	+	+
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	5	= 5	+	+
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	0	= 0	+	+
✓ Heal	WIS	5	= 3	+	+ 2
✓ Hide	DEX	9	= 5	+	+ 4
✓ Intimidate	CHA	0	= 0	+	+
✓ Jump	STR	-4	= 0	+	-4
✓ Listen	WIS	5	= 3	+	+ 2
✓ Move Silently	DEX	7	= 5	+	+ 2
✓ Ride	DEX	5	= 5	+	+
✓ Search	INT	3	= 3	+	+
✓ Sense Motive	WIS	3	= 3	+	+
✓ Spot	WIS	3	= 3	+	+
✓ Survival	WIS	5	= 3	+	+ 2
✓ Swim	STR	0	= 0	+	+
✓ Use Rope	DEX	5	= 5	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Dagger	Equipped	1	1.0	2.0
Masterwork Leather	Equipped	1	15.0	160.0
Masterwork Sword (Short)	Equipped	1	2.0	310.0
Shortbow 0 lbs.	Carried	1	2.0	30.0
TOTAL WEIGHT CARRIED/VALUE			20 lbs. 502.0 gp	

WEIGHT ALLOWANCE			
Light 28	Medium 57	Heavy 86	
Lift over head 86	Lift off ground 172	Push / Drag 431	

Special Attacks	
Sneak Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
+3d6	

Special Qualities	
Evasion (Ex)	[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.	
+2 morale bonus on saving throws against fear	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Trapfinding	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Trap Sense Ability (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2	
Uncanny Dodge (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Dex bonus to AC	

Feats	
Self-Sufficient	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Heal checks and Survival checks.	
Two-Weapon Defense	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.	
Two-Weapon Fighting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.	
Armor Proficiency (Light)	[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.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

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

LANGUAGES
Common, Halfling