

Caitlin
 NAME
 Rog5 10000
 CLASS EXPERIENCE

Jake de Oude
 PLAYERNAME
 Halfling Small
 RACE SIZE

DEITY
 2' 10"
 HEIGHT WEIGHT
 34 lbs.

Chaotic Good
 ALIGNMENT
 Normal
 VISION

5 15000
 Character Level NEXT LEVEL

29 Female
 AGE GENDER
 Light grey
 EYES

Honeyblonde,
 Swept over the left
 eye
 HAIR
 -2
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	7	-2	7	-2	7	-2
CHA Charisma	14	+2	14	+2	14	+2

HP hit points: 27

AC armor class: 21

INITIATIVE modifier: +4

BASE ATTACK bonus: +3

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 20 ft.

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE

TOTAL DEX MODIFIER MISC MODIFIER

SAVING THROWS

FORTITUDE (constitution): +2 = +1 +0 +0 +1 +0

REFLEX (dexterity): +9 = +4 +4 +0 +1 +0

WILL (wisdom): +0 = +1 -2 +0 +1 +0

TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP conditional modifiers

MELEE attack bonus: +4 = +3 +0 +1 +0 +0

RANGED attack bonus: +8 = +3 +4 +1 +0 +0

GRAPPLE attack bonus: -1 = +3 +0 -4 +0 +0

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP

UNARMED

TOTAL ATTACK BONUS: +8

DAMAGE: 1d2

CRITICAL: 20/x2

Dagger (Small)

CURRENT HAND: Carried

TYPE: PS

SIZE: S

CRITICAL: 19-20/x2

TOTAL ATTACK BONUS: +8

DAMAGE: 1d3

To Hit: 10 ft. +9, 20 ft. +7, 30 ft. +5, 40 ft. +3, 50 ft. +1

Dam: 1d3

Special Properties: []

***Rapier (+1 (Enhancement to Weapon or Ammunition)/Masterwork/Small)**

CURRENT HAND: Primary

TYPE: P

SIZE: S

CRITICAL: 18-20/x2

TOTAL ATTACK BONUS: +9

DAMAGE: 1d4+1

Special Properties: []

Sling (Small)

CURRENT HAND: Carried

TYPE: B

SIZE: S

CRITICAL: 20/x2

Ammunition: Bullets (Sling/10)

To Hit: 30 ft. +7, 50 ft. +7, 100 ft. +5, 150 ft. +3, 200 ft. +1

Dam: 1d3

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

*Mithral Shirt (+1 (Enhancement to Armor)/Small)
 30hp/inch and 15 hardness

*Amulet of Natural Armor +1

TYPE AC MAXDEX CHECK SPELL FAILURE

SKILLS

SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER MAX RANKS 8/4 MISC MODIFIER

- Appraise INT 7 = 3 + 4.0 +
- Balance DEX 11 = 4 + 5.0 + 2
- Bluff CHA 9 = 2 + 5.0 + 2
- Climb STR 10 = 0 + 8.0 + 2
- Concentration CON 0 = 0 + +
- Craft (Untrained) INT 3 = 3 + +
- Diplomacy CHA 4 = 2 + + 2
- Disable Device INT 10 = 3 + 7.0 +
- Disguise CHA 4 = 2 + + 2
- Escape Artist DEX 8 = 4 + 2.0 + 2
- Forgery INT 3 = 3 + +
- Gather Information CHA 2 = 2 + +
- Heal WIS -2 = -2 + +
- Hide DEX 11 = 4 + 3.0 + 4
- Intimidate CHA 4 = 2 + + 2
- Jump STR 6 = 0 + 8.0 + -2
- Listen WIS 0 = -2 + + 2
- Move Silently DEX 11 = 4 + 5.0 + 2
- Open Lock DEX 9 = 4 + 5.0 +
- Ride DEX 4 = 4 + +
- Search INT 10 = 3 + 7.0 +
- Sense Motive WIS -2 = -2 + +
- Spot WIS 6 = -2 + 8.0 +
- Survival WIS -2 = -2 + +
- Swim STR 0 = 0 + +
- Tumble DEX 11 = 4 + 5.0 + 2
- Use Magic Device CHA 6 = 2 + 4.0 +
- Use Rope DEX 10 = 4 + 6.0 +

✓ : can be used untrained. X : exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0
Armband of Reduction <small>This metal armband allows its wearer to reduce his height to one-half normal, as if a reduce spell has been cast upon him. This effect functions once per day, lasts for 2 hours, and may be dismissed at will by the wearer.</small>	Equipped	1	1.0	2000.0
Backpack <small>1.54 lbs., 1 Potion (Cure Light Wounds), 1 Pouch (Belt)</small>	Equipped	1	2.0	2.0
Bullets, Sling (10)	Sling (Small)	1	5.0	0.1
<input type="checkbox"/> Dagger (Small)	Carried	2	0.5 (1.0)	2.0 (4.0)
Mithral Shirt (+1 (Enhancement to Armor)/Small) <small>30hp/inch and 15 hardness</small>	Equipped	1	5.0	2100.0
Outfit (Explorer's/Small)	Equipped	1	2.0	0.0
Potion of Cure Light Wounds	Backpack	1	0.0	50.0
<input type="checkbox"/> Pouch (Belt) <small>1.04 lbs., 27 Coin (Silver), 1 Moonstone, 5 Coin (Platinum), 20 Coin (Gold)</small>	Backpack	1	0.5	1.0
Rapier (+1 (Enhancement to Weapon or Ammunition)/Masterwork/Small)	Equipped	1	1.0	2320.0
Scarf of Persuasion (Skill Bonus (Competence) (Bluff +2)) <small>(Headband (Skill Bonus (Competence) (Bluff +2))), Competence bonus to selected skill of Bluff+2</small>	Equipped	1	0.0	400.0
<input type="checkbox"/> Sling (Small) <small>5 lbs., 1 Bullets (Sling/10)</small>	Carried	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			16.54 lbs.	8877.1 gp

WEIGHT ALLOWANCE

Light	25	Medium	50	Heavy	75
Lift over head	75	Lift off ground	150	Push / Drag	375

MONEY

Coin (Platinum): 5[Pouch (Belt)]
Coin (Gold): 20[Pouch (Belt)]
Coin (Silver): 27[Pouch (Belt)]
1 x Moonstone (50) [Pouch (Belt)]
Total = 122.7 gp

SPECIAL ABILITIES

+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Evasion (Ex)
Sneak Attack +3d6
Trap Sense (Ex) +1
Trapfinding
Uncanny Dodge (Dex bonus to AC)

FEATS

Combat Expertise	When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
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, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES

Common, Halfling

Notes:

Character Sheet Notes: