

# Darko

NAME	PLAYERNAME	DEITY	ALIGNMENT
Rog1	Human	5' 5"	Chaotic Neutral
CLASS	Medium	140 lbs.	VISION
1	RACE	HEIGHT	WEIGHT
Character Level	19	black	black,
NEXT LEVEL	AGE	GENDER	HAIR
	2000	Male	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	13	+1	13	+1	13	+1
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4
<b>CON</b> Constitution	10	+0	10	+0	10	+0
<b>INT</b> Intelligence	10	+0	10	+0	10	+0
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0
<b>CHA</b> Charisma	15	+2	15	+2	15	+2

<b>HP</b> hit points	8	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	Walk 30 ft.																						
<b>AC</b> armor class	16	TOTAL	12	FLAT	14	TOUCH	10	BASE	2	ARMOR BONUS	0	SHIELD BONUS	4	STAT	0	SIZE	0	NATURAL ARMOR	0	DEFLECTION	0	MISC	0	MISS CHANCE	10	ARCANE SPELL FAILURE	+0	ARMOR CHECK PENALTY	0	SPELL RESIST	0

<b>INITIATIVE</b> modifier	+4	TOTAL	+4	DEX MODIFIER	+0	MISC MODIFIER	+0
<b>BASE ATTACK</b> bonus	+0						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+0	+0	+0	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+2	+4	+0	+0	+0		
<b>WILL</b> (wisdom)	+0	+0	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+1	+0	+1	+0	+0	+0	
<b>RANGED</b> attack bonus	+4	+0	+4	+0	+0	+0	
<b>CMB</b> attack bonus	+1	+0	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
<b>Offense</b>	+1	+1	+1	+1	+1	+1
<b>Defense</b>	15	15	15	15	15	15

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3+1	20/x2	5 ft.

*Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d4+1				
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1

\*: 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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	1/1	
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	8	= 4	+ 1.0	+ 3	
✓ Appraise	INT	0	= 0	+ +		
✓ Bluff	CHA	8	= 2	+ 1.0	+ 5	
✓ Climb	STR	1	= 1	+ +		
✓ Craft (Untrained)	INT	0	= 0	+ +		
✓ Diplomacy	CHA	6	= 2	+ 1.0	+ 3	
✓ Disguise	CHA	8	= 2	+ 1.0	+ 5	
✓ Escape Artist	DEX	8	= 4	+ 1.0	+ 3	
✓ Fly	DEX	4	= 4	+ +		
✓ Heal	WIS	0	= 0	+ +		
✓ Intimidate	CHA	6	= 2	+ 1.0	+ 3	
✓ Perception	WIS	6	= 0	+ 1.0	+ 5	
Perception (Trapfinding)	WIS	7	= 0	+ 1.0	+ 6	
✓ Perform (Untrained)	CHA	2	= 2	+ +		
✓ Ride	DEX	4	= 4	+ +		
✓ Sense Motive	WIS	6	= 0	+ 1.0	+ 5	
✓ Sleight of Hand	DEX	8	= 4	+ 1.0	+ 3	
✓ Stealth	DEX	8	= 4	+ 1.0	+ 3	
✓ Survival	WIS	0	= 0	+ +		
✓ Swim	STR	1	= 1	+ +		
			= +	+ +		
			= +	+ +		

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Carried	1	1.0	2.0	
Dagger	Equipped	1	1.0	2.0	
Leather	Equipped	1	15.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			17 lbs. 14.0 gp		

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

Special Attacks	
<b>Sneak Attack (Ex)</b>	[Paizo Publishing - Core Rulebook, p.68]
<p>If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 1d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.</p>	

Special Qualities	
<b>Bonus Feat</b>	[Paizo Publishing - Core Rulebook]
Humans select one extra feat at 1st level.	
<b>Skilled</b>	[Paizo Publishing - Core Rulebook]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
<b>Trapfinding (Ex)</b>	[Paizo Publishing - Core Rulebook, p.68]
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	

Feats	
<b>Alertness</b>	[Paizo Publishing - Core Rulebook, p.117]
You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
<b>Deceitful</b>	[Paizo Publishing - Core Rulebook, p.121]
You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
<b>Armor Proficiency, Light</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Simple Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

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

LANGUAGES
Common

TEMPLATES