

Elvalor Gaador

Character Name

Rogue 3

CLASS

3 (2)

5000 / 9000

Character Level (CR)

EXP/NEXT LEVEL

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

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

Conditional Save Modifiers:

+2 vs. enchantment spells and effects
+1 Reflex to avoid traps

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+2	+0	+0	+0	0	
RANGED attack bonus	+4	+2	+2	+0	+0	0	
CMB attack bonus	+2	+2	+0	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+2	+2	+2	+2	+2	+2
CMD	14	14	14	14	14	14

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+2	1d3	20/x2	5 ft.

*Crossbow, Hand		HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	19-20/x2	5 ft.	
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.	
TH	+0	-2	-4	-6	-8	
Dam	1d4	1d4	1d4	1d4	1d4	
	180 ft.	210 ft.	240 ft.	270 ft.	300 ft.	
TH	-10	-12	-14	-16	-18	
Dam	1d4	1d4	1d4	1d4	1d4	

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	PS	M	19-20/x2	5 ft.	
	To Hit	Dam	To Hit	Dam		
1H-P	+2	1d4	2W-P-(OH)	-4	1d4	
1H-O	-2	1d4	2W-P-(OL)	-2	1d4	
2H	+2	1d4	2W-OH	-6	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d4	1d4	1d4	1d4	1d4	

Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	18-20/x2	5 ft.	
	To Hit	Dam	To Hit	Dam		
1H-P	+2	1d6	2W-P-(OH)	-4	1d6	
1H-O	-2	1d6	2W-P-(OL)	-2	1d6	
2H	+2	1d6	2W-OH	-8	1d6	

*: 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.

Lexa

Player Name

Half-Elf / Humanoid

RACE

46

Male

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 1" / 165 lbs.

HEIGHT / WEIGHT

Chaotic Neutral

Alignment

Low-Light Vision

VISION

20

Points

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
21	12	+2	Light				Walk 30 ft.
hit points	armor class	modifier					
TOTAL	FLAT	TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT
12	10	12		10	0	0	2
							SIZE
							NATURAL ARMOR
							DEFLEC-TION
							DODGE
							Morale
							Insight
							Sacred
							Profane
							MISC

TOTAL SKILLPOINTS: 30		SKILLS		MAX RANKS: 3/3	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	7	= 2 + 2 + 3		
✓ Appraise	INT	6	= 2 + 1 + 3		
✓ Bluff	CHA	10	= 2 + 3 + 5		
✓ Climb	STR	4	= 0 + 1 + 3		
✓ Craft (Untrained)	INT	2	= 2		
✓ Diplomacy	CHA	8	= 2 + 3 + 3		
✓ Disable Device	DEX	9	= 2 + 1 + 6		
✓ Disguise	CHA	9	= 2 + 2 + 5		
✓ Escape Artist	DEX	7	= 2 + 2 + 3		
✓ Fly	DEX	2	= 2		
✓ Heal	WIS	1	= 1		
✓ Intimidate	CHA	7	= 2 + 2 + 3		
✓ Perception	WIS	8	= 1 + 2 + 5		
✓ Perception (Trapfinding)	WIS	9	= 1 + 2 + 6		
✓ Perform (Untrained)	CHA	2	= 2		
✓ Ride	DEX	4	= 2 + 2		
✓ Sense Motive	WIS	6	= 1 + 2 + 3		
✓ Sleight of Hand	DEX	12	= 2 + 1 + 9		
✓ Stealth	DEX	8	= 2 + 3 + 3		
✓ Survival	WIS	3	= 1 + 2		
✓ Swim	STR	4	= 0 + 1 + 3		
			= + +		
			= + +		

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

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Half-Elf

RACE

46

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

165 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: