

Tarrant Hawkins

CHARACTER NAME: **Rogue/Magister**
 CLASS: **1/2**
 LEVEL: **Medium**
 RACE: **Human**
 TYPE: **Humanoid (human)**

Gavin Lay

PLAYER: **Male**
 GENDER: **Neutral Good**
 AGE: **15**
 HEIGHT: _____
 WEIGHT: _____
 EYES: _____
 HAIR: _____



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	15	+2		
CON CONSTITUTION	13	+1		
INT INTELLIGENCE	16	+3		
WIS WISDOM	9	-1		
CHA CHARISMA	11	+0		

HP	WOUNDS	NONLETHAL DAMAGE	SPEED
21 HIT POINTS			30 ft/x4
AC ARMOR CLASS	20 = 10 + +2 + +0 + +2 + +0 + +2 + +4 + +0		
	TOTAL	ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MSC MOD	ARMOR CHECK PENALTY DAMAGE REDUCTION

TOUCH ARMOR CLASS	16	FLAT-FOOTED ARMOR CLASS	18
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INITIATIVE MODIFIER	+2	DEX MODIFIER	+2	MSC MODIFIER	+0
TOTAL					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC & MISC	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+3	+0	+1	+2	
REFLEX (DEXTERITY)	+6	+2	+2	+2	
WILL (WISDOM)	+4	+3	-1	+2	

BASE ATTACK BONUS	+1
GRAPPLE MODIFIER	+1 = +1 + +0 + +0 + +0
TOTAL	BASE ATTACK MODIFIER STR MODIFIER SIZE MODIFIER MSC MODIFIER

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MSC MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+1	1	+0	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MSC MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+3	1	+2	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork quarterstaff	+2	1d6	20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
0 ft 4 lb B Medium Two-handed			

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Light Crossbow	+3	1d8	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
80 ft 4 lb P Medium Two-handed			

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

AMMUNITION _____

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MSC MODIFIER
<input type="checkbox"/> Appraise ¹	INT	+3	= 3	+	+
<input type="checkbox"/> Balance ¹	DEX*	+6	= 2	+	4
<input type="checkbox"/> Bluff ¹	CHA	+4	=	+	4
<input type="checkbox"/> Climb ¹	STR*	+4	=	+	4
<input type="checkbox"/> Concentration ¹	CON	+3	= 1	+	2
<input type="checkbox"/> Craft skills... ¹	INT	+3	= 3	+	+
<input type="checkbox"/> Diplomacy ¹	CHA	+0	=	+	+
<input type="checkbox"/> Disguise ¹	CHA	+0	=	+	+
<input type="checkbox"/> Escape Artist ¹	DEX*	+6	= 2	+	4
<input type="checkbox"/> Forgery ¹	INT	+3	= 3	+	+
<input type="checkbox"/> Gather Information ¹	CHA	+6	=	+	4
<input checked="" type="checkbox"/> Heal ¹	WIS	-1	= -1	+	+
<input type="checkbox"/> Hide ¹	DEX*	+6	= 2	+	4
<input type="checkbox"/> Intimidate ¹	CHA	+0	=	+	+
<input type="checkbox"/> Jump ¹	STR*	+4	=	+	4
<input type="checkbox"/> Knowledge (arcana)	INT	+6	= 3	+	3
<input type="checkbox"/> Knowledge (local-Sheldomar)	INT	+8	= 3	+	5
<input type="checkbox"/> Knowledge (the planes)	INT	+4	= 3	+	1
<input type="checkbox"/> Listen ¹	WIS	+3	= -1	+	4
<input type="checkbox"/> Move Silently ¹	DEX*	+6	= 2	+	4
<input type="checkbox"/> Perform skills ... ¹	CHA	+0	=	+	+
<input checked="" type="checkbox"/> Ride ¹	DEX	+2	= 2	+	+
<input type="checkbox"/> Search ¹	INT	+3	= 3	+	+
<input type="checkbox"/> Sense Motive ¹	WIS	-1	= -1	+	+
<input type="checkbox"/> Sleight of Hand	DEX*	+6	= 2	+	4
<input type="checkbox"/> Spellcraft	INT	+6	= 3	+	3
<input type="checkbox"/> Spot ¹	WIS	-1	= -1	+	+
<input checked="" type="checkbox"/> Survival ¹	WIS	-1	= -1	+	+
<input type="checkbox"/> Swim ¹	STR**	+0	=	+	+
<input type="checkbox"/> Use Rope ¹	DEX	+2	= 2	+	+

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY

