

**Turgon**

CHARACTER NAME

Rogue

CLASS

10 (10)

LEVEL (ECL)

Medium

SIZE

Human

RACE

Humanoid (human)

TYPE

36390

PLAYER

Male

GENDER

27

AGE

Chaotic Good

ALIGNMENT

5'8"

HEIGHT

180 lbs

WEIGHT

REGION

Olidammara

DEITY

Green

EYES

Dark Red

HAIR



**CHARACTER RECORD SHEET**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	13	+1		
<b>DEX</b> DEXTERTY	16	+3		
<b>CON</b> CONSTITUTION	15	+2		
<b>INT</b> INTELLIGENCE	13	+1		
<b>WIS</b> WISDOM	13	+1		
<b>CHA</b> CHARISMA	14	+2		

<b>HP</b> HIT POINTS	<b>53</b>	TOTAL	WOUNDS	NONLETHAL DAMAGE	SPEED	30 ft/x4					
<b>AC</b> ARMOR CLASS	<b>22</b>	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION
<b>TOUCH</b> ARMOR CLASS	<b>16</b>	<b>FLAT-FOOTED</b> ARMOR CLASS	<b>22</b>								
<b>INITIATIVE</b> MODIFIER	<b>+3</b>	TOTAL	DEX MODIFIER	MISC. MODIFIER							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. & MAGIC	TEMP. MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	+3	+2	+0	
<b>REFLEX</b> (DEXTERTY)	<b>+10</b>	+7	+3	+0	
<b>WILL</b> (WISDOM)	<b>+4</b>	+3	+1	+0	

<b>BASE ATTACK BONUS</b>	<b>+7/+2</b>	TEMP. MODIFIER					
<b>GRAPPLE</b> MODIFIER	<b>+8</b>	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

<b>MELEE</b> ATTACK BONUS	<b>+8/+3</b>	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
<b>RANGED</b> ATTACK BONUS	<b>+12/+7</b>	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Composite Longbow [+1]	+13/+8	1d8+3	20/x3	
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>
110 ft	3 lb	P	Medium	+2d6 vs Evil

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Composite Longbow [+1]	+14/+9	1d8+4	20/x3	
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>
110 ft	3 lb	P	Medium	Two-handed, Within 30'

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Composite Longbow [+1]	+11/+11/+6	1d8+3	20/x3	
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>
110 ft	3 lb	P	Medium	Two-handed, Rapid Shot

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Composite Longbow [+1]	+12/+12/+7	1d8+4	20/x3	
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>
110 ft	3 lb	P	Medium	Two-handed, Within 30', Rapid Shot

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Elven Thinblade	+8/+3	1d8+1	18-20/x2	
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>
0 ft	3 lb	P	Medium	One-handed

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Spear	+9/+4	1d8+2	20/x3	
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>	<b>SPECIAL PROPERTIES</b>
20 ft	6 lb	P	Medium	Anarchic +2

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		
			ABILITY MODIFIER	RANKS	MISC. MODIFIER
13 / 6.5					

<input type="checkbox"/> Appraise <sup>1</sup>	INT	<b>+2</b>	=	1	+	1	+
<input type="checkbox"/> Balance <sup>1</sup>	DEX*	<b>+9</b>	=	3	+	4	+
<input type="checkbox"/> Bluff <sup>1</sup>	CHA	<b>+8</b>	=	2	+	6	+
<input type="checkbox"/> Climb <sup>1</sup>	STR*	<b>+5</b>	=	1	+	4	+
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	<b>+2</b>	=	2	+		+
<input type="checkbox"/> Craft skills... <sup>1</sup>	INT	<b>+1</b>	=	1	+		+
<input type="checkbox"/> Diplomacy <sup>1</sup>	CHA	<b>+4</b>	=	2	+		+
<input type="checkbox"/> Disable Device	INT	<b>+11</b>	=	1	+	10	+
<input type="checkbox"/> Disguise <sup>1</sup>	CHA	<b>+2</b>	=	2	+		+
<input type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	<b>+3</b>	=	3	+		+
<input type="checkbox"/> Forgery <sup>1</sup>	INT	<b>+1</b>	=	1	+		+
<input type="checkbox"/> Gather Information <sup>1</sup>	CHA	<b>+6</b>	=	2	+	4	+
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	<b>+1</b>	=	1	+		+
<input type="checkbox"/> Hide <sup>1</sup>	DEX*	<b>+19</b>	=	3	+	11	+
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	<b>+4</b>	=	2	+		+
<input type="checkbox"/> Jump <sup>1</sup>	STR*	<b>+6</b>	=	1	+	3	+
<input type="checkbox"/> Listen <sup>1</sup>	WIS	<b>+12</b>	=	1	+	11	+
<input type="checkbox"/> Move Silently <sup>1</sup>	DEX*	<b>+20</b>	=	3	+	12	+
<input type="checkbox"/> Open Lock	DEX	<b>+14</b>	=	3	+	11	+
<input type="checkbox"/> Perform skills... <sup>1</sup>	CHA	<b>+2</b>	=	2	+		+
<input type="checkbox"/> Profession (Sailor)	WIS	<b>+5</b>	=	1	+	4	+
<input checked="" type="checkbox"/> Ride <sup>1</sup>	DEX	<b>+3</b>	=	3	+		+
<input type="checkbox"/> Search <sup>1</sup>	INT	<b>+12</b>	=	1	+	11	+
<input type="checkbox"/> Sense Motive <sup>1</sup>	WIS	<b>+4</b>	=	1	+	3	+
<input type="checkbox"/> Sleight of Hand	DEX*	<b>+14</b>	=	3	+	9	+
<input type="checkbox"/> Spot <sup>1</sup>	WIS	<b>+13</b>	=	1	+	12	+
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	<b>+1</b>	=	1	+		+
<input type="checkbox"/> Swim <sup>1</sup>	STR**	<b>+4</b>	=	1	+	3	+
<input type="checkbox"/> Tumble	DEX*	<b>+12</b>	=	3	+	9	+
<input type="checkbox"/> Use Rope <sup>1</sup>	DEX	<b>+5</b>	=	3	+	2	+

Skills marked with <sup>1</sup> 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 applies.

