Turgon CHARACTER NAME		36390 PLAYER	_	REGION	DUNGEONS
Rogue	Human RACE	Male Cha	aotic Good	Olidammara DEITY	
10 (10) Medium LEVEL (ECL) SIZE	Humanoid (human)	27 5'8 AGE HEIGHT		Green Dark Red	/ DRAGONS
ABILITY ABILITY	TEMP. TEMP.	TOTAL	WOUNDS	NONLETHAL DAMAGE	CHARACTER RECORD SHEET SPEED
STR STRENGTH 13 +1	SCORE MODIFIER HITPO	53			30 ft/x4
DEX 16 +3	A(C)	CLASS	0 + +5 + +0 +	+3 + +0 + +1 + +3	+ +0
CON 15 +2] [TOTAL	ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLECT MODIFIER MODIFIER ARMOR MOD	MISC MOD ARMOR DAMAGE REDUCTION CHECK PENALTY
INT 13 +1	TOU		LAT-FOOTED 22	SKILL NAME	KEY SKILL ABILITY PANKS MISC.
WIS 13 +1]			□ Appraise¹	INT +2 = 1 + 1 +
CHA 14 +2	IN	MODIFIER	+3 + +0 MISC.	☐ Balance¹ ☐ Bluff¹	DEX* +9 = 3 + 4 + 2 CHA +8 = 2 + 6 +
CHARISMA 14	BASE ABILITY MISC. &		MODIFIER MODIFIER CONDITIONAL MODIFIERS	☐ Climb¹	STR* +5 = 1 + 4 +
FORTITUDE +5	= +3 + +2 + +0	MODIFIER +		 ☑ Concentration¹ ☐ Craft skills¹ 	CON +2 = 2 + + + + + + + + + + + + + + + +
(CONSTITUTION) REFLEX				 □ Diplomacy¹ □ Disable Device 	CHA +4 = 2 + + 2 INT +11 = 1 + 10 +
(DEXTERITY)	= +7 + +3 + +0	+		□ Disguise¹	CHA +2 = 2 + +
WILL (WISDOM) +4	= +3 + +1 + +0	+		 □ Escape Artist¹ □ Forgery¹ 	DEX* +3 = 3 + + + + + + + + + + + + + + + +
BASE ATTACK BONUS	TEMP.	SPELL	RESISTANCE 0	☐ Gather Information¹	CHA +6 = 2 + 4 +
BASE ATTACK BONUS	+7/+2	ARCA	ANE SPELL	 ✓ Heal¹ ☐ Hide¹ 	WIS +1 = 1 + + + + 5
GRAPPLE +8 =	+7 + +1 + +0 +		ILURE *	☐ Intimidate¹	CHA +4 = 2 + + 2
TOTAL		DDIFIER ACTIO	ON POINTS	☐ Jump¹	STR* +6 = 1 + 3 + 2
	TOTAL BASE ATTACK B	ONUS STR	SIZE MISC. TEMP.	 □ Listen¹ □ Move Silently¹ 	WIS +12 = 1 + 11 + DEX* +20 = 3 + 12 + 5
MELEE	+8/+3 = 7		+0 + +0 +	□ Open Lock	DEX +14 = 3 + 11 +
ATTACK BONUS RANGED				 □ Perform skills¹ □ Profession (Sailor) 	CHA +2 = 2 + + + + + +
ATTACK BONUS	+12/+7 = 7 TOTAL BASE ATTACK B		+0 + +2 + TEMP.	☐ Frolession (Sallor) ☐ Ride¹	DEX +3 = 3 + +
		MODIFIER MO	DIFIER MODIFIER MODIFIER	□ Search¹	INT +12 = 1 + 11 +
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	 □ Sense Motive¹ □ Sleight of Hand 	WIS +4 = 1 + 3 + DEX* +14 = 3 + 9 + 2
+1 Composite Longbow [+7		1d8+3	20/x3	□ Spot¹	WIS +13 = 1 + 12 +
RANGE WEIGHT TYPE	SIZE	SPECIAL PROPE		 ✓ Survival¹ □ Swim¹ 	WIS +1 = 1 + + + + + + + + + + + + + + + +
110 ft 3 lb P	Medium	+2d6 vs		□ Tumble	DEX* +12 = 3 + 9 +
WEAPON	_			☐ Use Rope ¹	DEX = +
+1 Composite Longbow [+*	1] +14/+9	1d8+4	20/x3		= + + +
RANGE WEIGHT TYPE	SIZE	SPECIAL PROPE	RTIES		
110 ft 3 lb P		Two-handed, V	Vithin 30'		= + +
WEAPON	TOTAL ATTACK BONUS				
+1 Composite Longbow [+1	1] +11/+11/+6	1d8+3	20/x3		= + +
110 ft 3 lb P	Medium -	special prope Two-handed, R			= + + +
AMMUNITION	l I				
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL		= + +
+1 Composite Longbow [+*	1] +12/+12/+7	1d8+4	20/x3		= + +
110 ft 3 lb P			30', Rapid Shot		= + +
AMMUNITION					= + + +
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL		= + +
Elven Thinblade	+8/+3	1d8+1	18-20/x2		= + + +
Oft 3 lb P	Medium	SPECIAL PROPE One-hand			= + +
AMMUNITION	[
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL		
+1 Spear	+9/+4	1d8+2	20/x3		= + + +
20 ft 6 lb P	Medium	SPECIAL PROPE Anarchic			ormally even if the character has zero (0) skill ranks.
AMMUNITION			3 00000 00000	Skills marked with ⊠ are cross-cla * ARMOR CHECK PENALTY app	ass skills. olies. ** Twice ARMOR CHECK PENALTY applies.

	/ 55 000	SPECIAL ABILITIES				
	/ 55,000	RACE ABILITIES • Base land speed of 30 feet.				
CAMPAIGN	EXPERIENCE POINTS	Bonus Feat: 1st level bonus feat				
GEAR		Favored Class: Any CLASS ABILITIES —				
		Proficient in light armor				
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS MAX DEX BONUS	Proficient with all simple weapons, and with Hand Crossbow,				
+3 Leather Light	+5 +6	Longbow, Composite Longbow, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword, Elven Thinblade.				
ACP SPELL FAILURE SPEED WEIGHT	SPECIAL PROPERTIES	Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if				
+0 10% 30 15	Silent Shadow +5 Hide/Move Silent	flatfooted or struck by an invisible attacker. • Trap Sense(Ex): +3 to Reflex saves and AC against traps.				
SHIELD/PROTECTIVE ITEM ARMOR BON	US WEIGHT CHECK PENALTY SPELL FAILURE	Evasion(Ex): On a successful Reflex save against a magical attack,				
ARMOR BON	US WEIGHT CHECK PENALTY SPELL FAILURE	you take no damage.				
SPECIAL	PROPERTIES	Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 5d6				
		damage. Ranged attacks must be within 30 feet to gain this, and this				
extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment						
	OSSESSIONS TEM Wgt	Trapfinding(Ex): You can use the Search skill to locate traps when				
ΠΕΜ Wgt Quiver of Ehlonna	пем Wgt	the task has a DC higher than 20. You can use the Disable Device				
60 arrows		skill to disarm magic traps. • Disruptive Attack (Ex): Whenever you are in position to use your				
Crystal of Life Drinking (lesser)		sneak attack, whether the creature is immune or not, you can choose				
- Heal 3 dmg/ atk up to 30/day		to give a -5 AC penalty for 1 round instead.				
Thieve's Tools		FEATS — • Dodge (PH 93) : +1 dodge bonus to AC against selected target.				
Traveler's outfit		Exotic Weapon Proficiency (PH 94) (Thinblade, Elven) : No penalty				
Standard Adventure's Kit		on attacks with specific exotic weapon.				
Anarchic Spear +2		Martial Weapon Proficiency (PH 97) (Longbow) : No penalty on attacks with specific martial weapon.				
Long Spear +1		Point Blank Shot (PH 98) : +1 bonus on ranged attack and damage				
Cloak of Protection +3		within 30 ft.				
	Magic Items Equipped by Slot	Precise Shot (PH 98): You can shoot or throw at opponents engaged in melee without the –4 penalty.				
	Ring Slot (RH)	Rapid Shot (PH 99) : One extra ranged attack each round.				
	(none) (0 GP) Ring Slot (LH)					
	(none) (0 GP)					
	Hand Slot					
	(none) (0 GP) 0					
	Arm Slot					
	Bracers of archery, Greater (25000 GP) 1					
	Head Slot					
	(none) (0 GP) 0					
	Face Slot					
	(none) (0 GP) 0					
	Shoulder Slot					
	(none) (0 GP) 0					
	Neck Slot					
	Amulet of natural armor (+1) (2000 GP) 0					
	Body Slot					
	(none) (0 GP) 0					
	Torso Slot					
	(none) (0 GP) 0 Waist Slot					
	(none) (0 GP) 0					
	Feet Slot	11				
	Boots of speed (12000 GP) 1	11				
	TOTAL WEIGHT CARRIED 17	1				
NOTES	LANGUAGES					
NO I E	Common	<u> </u>				
Boots of Speed -	Ogre					
- +1 atk						
- +1 dodge (AC)		CARRYING INFO TURN/REBUKE ATTEMPTS				
- +1 reflex						
- 1 additional atk/rnd		50 100 150 Times/Day Used Turning/Rebuking Check Modifier				
		LIGHT HEAVY				
		LOAD MED LOAD LOAD huking Most Powerful Indeed				
		Check Affected(Max HD) # of HD Turned/Rebuked				
·		150 300 750 Up to 0 2d6 If your cleric level is				
		LIFT OVER LIFT OFF PUSH 1-3 double the HD of the				
		HEAD GROUND DRAG 4-6 undead or more, the undead are				
		7-9 destroyed/commanded				
		CD 0204 turned/rebuked. Dispelling				
·		SP 5 16-18 turning/rebuking, but you				
		CP must equal or exceed the check result of the cleric				
		Art 22+ who rebuked/turned.				
-		Gems				
·		Other (GP)				
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