

CHARACTER RECORD SHEET

SPEED

| | | | | | | | |
|--|--|---|--|--|--|--|--|
| Jerry Aldridge <small>CHARACTER NAME</small> | | <small>PLAYER NAME</small> | | <small>DEITY/RELIGION</small> | | Silverdale <small>REGION</small> | |
| Human Humanoid (human) <small>RACE (TYPE/SUBTYPE)</small> | | Neutral Good <small>ALIGNMENT</small> | | Medium <small>SIZE</small> | | 24 <small>AGE</small> | |
| Rogue 5 Duelist 1 <small>CLASSES</small> | | 6 <small>CHAR LVL</small> | | Male <small>GENDER</small> | | 5' 5" <small>HEIGHT</small> | |
| | | | | 75 lb. <small>WEIGHT (lb.)</small> | | | |
| A roughish fop with a flair for connections <small>DESCRIPTION</small> | | | | | | | |

| |
|---|
| <small>Mod:</small> 20 ft. / x4 |
| <small>OTHER SPEEDS</small> |
| <small>ENCUMBRANCE</small> Medium |
| <small>SPELL RESISTANCE</small> |

| ABILITY | SCORE | MOD | TEMP SCORE | TEMP P | PER M | OTHER MOD |
|------------|-------|-----|------------|--------|-------|-----------|
| STR | 11 | +0 | | | | |
| DEX | 13 | +1 | | | | |
| CON | 10 | +0 | | | | |
| INT | 15 | +2 | | | | |
| WIS | 13 | +1 | | | | |
| CHA | 17 | +3 | | | | |

| | |
|---------------------------------------|-----------|
| HIT POINTS <small>Mod:</small> | |
| TOTAL | 38 |
| | |
| <small>LETHAL</small> | |
| | |
| <small>NONLETHAL</small> | |
| | |
| <small>DAMAGE REDUCTION</small> | |

| | |
|---|--|
| CONDITIONS <small>Energy Drain</small> | |
| | |
| | |
| | |

| | |
|-----------------------------|--|
| SPELLS & EFFECTS | |
| | |
| | |
| | |

| | | | |
|---------------------------------------|--|------------------------------------|-------------------------------|
| CHANNEL ENERGY (Not Available) | | | |
| Effective Level 0 | Other DC Mods <input type="checkbox"/> | Times/Day <input type="checkbox"/> | Used <input type="checkbox"/> |

| FORTITUDE SAVE | TOTAL | BASE | ABILITY | RACE | OTHER | MISC | GENERAL NOTES |
|----------------|------------|------------|------------|------------|------------|----------|---------------|
| +1 | = 1 | = 1 | = 0 | = 0 | = 0 | = | |
| Notes: | | | | | | | |
| REFLEX SAVE | TOTAL | BASE | ABILITY | RACE | OTHER | MISC | GENERAL NOTES |
| +6 | = 5 | = 5 | = 1 | = 0 | = 0 | = | |
| Notes: | | | | | | | |
| WILL SAVE | TOTAL | BASE | ABILITY | RACE | OTHER | MISC | GENERAL NOTES |
| +2 | = 1 | = 1 | = 1 | = 0 | = 0 | = | |
| Notes: | | | | | | | |

| | | | | | | | | | |
|---|--|----------------------------|--|----------------------------|--|------------------------------------|--|----------------------|--|
| GENERAL COMBAT | | | | | | | | | |
| INITIATIVE +1 = 1 + 0 | | <small>MISC</small> | | <small>MISC NOTES</small> | | <small>ARMOR/DEFENSE NOTES</small> | | | |
| AC 16 = 10 + 2 + 0 + 2 + 0 + 0 + 1 + 1 + 0 | | <small>ARMR</small> | | <small>SHLD</small> | | <small>DEX</small> | | <small>SIZE</small> | |
| 14 13 No | | <small>APPLIES TO?</small> | | <small>APPLIES TO?</small> | | <small>APPLIES TO?</small> | | | |
| MELEE +5 = 4 + Dex + 0 + 0 | | <small>BAB</small> | | <small>ABILITY</small> | | <small>SIZE</small> | | <small>OTHER</small> | |
| RANGED +5 = 4 + Dex + 0 + 0 | | <small>BAB</small> | | <small>ABILITY</small> | | <small>SIZE</small> | | <small>OTHER</small> | |
| CMB +4 = 4 + 0 + 0 + 0 | | <small>BAB</small> | | <small>ABILITY</small> | | <small>SIZE</small> | | <small>OTHER</small> | |
| CMD 17 = 10 + 4 + 0 + 1 + 0 + 1 + 1 + 0 | | <small>BAB</small> | | <small>STR</small> | | <small>DEX</small> | | <small>SIZE</small> | |

| | | | |
|--|--|------------|--|
| SENSES | | | |
| Perception +10 | | +20 | |
| <small>CONDITIONAL MODIFIERS / OTHER</small> | | | |

| WEAPONS AND ATTACKS | | | | | | | |
|-------------------------|-----------|--------|----------|----------------------------|--------|------------|---------------|
| WEAPON / ATTACK | 9 020 | M/R/T | ENH | MATERIAL | SIZE | QTY | WIELDED AS? |
| Rapier | | Melee | 2 | Mithral | Medium | 1 | 1-Handed |
| +ATK | ATTACKS | | +DMG | DAMAGE | KEEN? | CRITICAL | COMBAT OPTION |
| 0 | +9 | | 0 | 1d6 +2 | N | 18-20 / x2 | |
| RANGE | WGT (lb.) | TYPE | CATEGORY | OTHER NOTES | | | COMBAT OPTION |
| — | 1.0 | P | 1-handed | Cane Sword | | | |
| SPECIAL PROPERTIES | | | | | | | |
| — | | | | | | | |
| WEAPON / ATTACK | 302 | M/R/T | ENH | MATERIAL | SIZE | QTY | WIELDED AS? |
| Dagger | | Melee | MW | | Medium | 1 | 1-Handed |
| +ATK | ATTACKS | | +DMG | DAMAGE | KEEN? | CRITICAL | COMBAT OPTION |
| 0 | +7 | | 0 | 1d4 | N | 19-20 / x2 | |
| RANGE | WGT (lb.) | TYPE | CATEGORY | OTHER NOTES | | | COMBAT OPTION |
| 10' | 1.0 | P or S | Light | | | | |
| SPECIAL PROPERTIES | | | | | | | |
| Wielded | | | | | | | |
| WEAPON / ATTACK | 906 | M/R/T | ENH | MATERIAL | SIZE | QTY | WIELDED AS? |
| Dagger | | Thrown | MW | | Medium | 3 | 1-Handed |
| +ATK | ATTACKS | | +DMG | DAMAGE | KEEN? | CRITICAL | COMBAT OPTION |
| 0 | +6 | | 0 | 1d4 | N | 19-20 / x2 | |
| RANGE | WGT (lb.) | TYPE | CATEGORY | OTHER NOTES | | | COMBAT OPTION |
| 10' | 3.0 | P or S | Light | | | | |
| SPECIAL PROPERTIES | | | | | | | |
| Thrown | | | | | | | |
| WEAPON / ATTACK | 420 | M/R/T | ENH | MATERIAL | SIZE | QTY | WIELDED AS? |
| Hand Crossbow | | Ranged | MW | Darkwood | Medium | 1 | 1-Handed |
| +ATK | ATTACKS | | +DMG | DAMAGE | KEEN? | CRITICAL | COMBAT OPTION |
| 0 | +6 | | 0 | 1d4 | N | 19-20 / x2 | |
| RANGE | WGT (lb.) | TYPE | CATEGORY | OTHER NOTES | | | COMBAT OPTION |
| 30' | 1.0 | P | Ranged | Mov act reload, req 2 hand | | | |
| SPECIAL PROPERTIES | | | | | | | |
| — | | | | | | | |
| WEAPON / ATTACK | - | M/R/T | ENH | MATERIAL | SIZE | QTY | WIELDED AS? |
| Unarmed Strike | | Melee | | | Medium | 1 | 1-Handed |
| +ATK | ATTACKS | | +DMG | DAMAGE | KEEN? | CRITICAL | COMBAT OPTION |
| 0 | +6 | | 0 | 1d3 | N | 20 / x2 | |
| RANGE | WGT (lb.) | TYPE | CATEGORY | OTHER NOTES | | | COMBAT OPTION |
| — | — | B | Light | | | | |
| SPECIAL PROPERTIES | | | | | | | |
| nonlethal, provokes AoO | | | | | | | |

| CLASS? | SKILLS | | | | | | Armor Check Penalty -3 |
|-------------------------------------|---------------------------|---------|-----|-----|-----|------|-------------------------------|
| | SKILL NAME | KEY SKI | RA | CAL | MIS | COND | |
| <input checked="" type="checkbox"/> | Acrobatics | Dex* | +7 | 6 | +1 | | |
| <input checked="" type="checkbox"/> | Appraise | Int | +7 | 2 | +5 | | |
| <input checked="" type="checkbox"/> | Bluff | Cha | +12 | 6 | +6 | | |
| <input checked="" type="checkbox"/> | Climb | Str* | +3 | 3 | +0 | | |
| <input checked="" type="checkbox"/> | Craft (untrained) | Int | +2 | 0 | +2 | | |
| <input checked="" type="checkbox"/> | Diplomacy | Cha | +12 | 6 | +6 | | |
| <input checked="" type="checkbox"/> | Disguise | Cha | +9 | 3 | +6 | | |
| <input checked="" type="checkbox"/> | Escape Artist | Dex* | +4 | 3 | +1 | | |
| <input type="checkbox"/> | Fly | Dex* | -2 | 0 | -2 | | |
| <input type="checkbox"/> | Heal | Wis | +1 | 0 | +1 | | |
| <input checked="" type="checkbox"/> | Intimidate | Cha | +12 | 6 | +6 | | |
| <input checked="" type="checkbox"/> | Perception | Wis | +10 | 6 | +4 | | |
| <input checked="" type="checkbox"/> | Perform (untrained) | Cha | +3 | 0 | +3 | | |
| <input type="checkbox"/> | Ride | Dex* | -2 | 0 | -2 | | |
| <input checked="" type="checkbox"/> | Sense Motive | Wis | +9 | 5 | +4 | | |
| <input checked="" type="checkbox"/> | Stealth | Dex* | +5 | 4 | +1 | | |
| <input type="checkbox"/> | Survival | Wis | +1 | 0 | +1 | | |
| <input checked="" type="checkbox"/> | Swim | Str* | +1 | 1 | +0 | | |
| <input checked="" type="checkbox"/> | Perform (dance) | Cha | +9 | 3 | +6 | | |
| <input checked="" type="checkbox"/> | Disable Device | Dex* | +5 | 2 | +3 | | |
| <input type="checkbox"/> | Handle Animal | Cha | NA | 0 | +3 | | |
| <input type="checkbox"/> | Knowledge (arcana) | Int | NA | 0 | +2 | | |
| <input checked="" type="checkbox"/> | Knowledge (dungeoneering) | Int | +7 | 2 | +5 | | |
| <input type="checkbox"/> | Knowledge (engineering) | Int | NA | 0 | +2 | | |
| <input type="checkbox"/> | Knowledge (geography) | Int | NA | 0 | +2 | | |
| <input type="checkbox"/> | Knowledge (history) | Int | NA | 0 | +2 | | |
| <input checked="" type="checkbox"/> | Knowledge (local) | Int | +8 | 3 | +5 | | |
| <input type="checkbox"/> | Knowledge (nature) | Int | NA | 0 | +2 | | |
| <input type="checkbox"/> | Knowledge (nobility) | Int | NA | 0 | +2 | | |
| <input type="checkbox"/> | Knowledge (planes) | Int | NA | 0 | +2 | | |
| <input type="checkbox"/> | Knowledge (religion) | Int | NA | 0 | +2 | | |
| <input type="checkbox"/> | Knowledge (spirits) | Int | NA | 0 | +2 | | |
| <input checked="" type="checkbox"/> | Linguistics | Int | +7 | 2 | +5 | | |
| <input checked="" type="checkbox"/> | Profession (untrained) | Wis | NA | 0 | +1 | | |
| <input checked="" type="checkbox"/> | Sleight of Hand | Dex* | +3 | 2 | +1 | | |
| <input type="checkbox"/> | Spellcraft | Int | NA | 0 | +2 | | |
| <input checked="" type="checkbox"/> | Use Magic Device | Cha | +8 | 2 | +6 | | |

* Armor Check Penalty applies. NA skills cannot be used untrained.

RACIAL ABILITIES

- Bonus Feat: gain one extra feat at 1st level
- Skilled: gain 1 extra skill rank/level

TRAITS

FEATS (feats marked with † are not yet fully automated)

- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Combat Expertise: As part of an Attack or Full-Attack action, take a -2 penalty on melee attacks/combat maneuvers to gain a +2 Dodge bonus to AC until your next turn
 - DODGE: +1 Dodge bonus to AC
- Improved Disarm: +2 to disarm a foe or resist a disarm; whenever you disarm, you do not provoke any AoO
- Mobility: +4 AC vs. AoO from movement (unless you lose your Dex mod to AC)
 - Weapon Finesse: Use Dex instead of Str on attack rolls w/ any Medium light weapon, Aldori dueling sword, elven curve blade, rapier, whip, or spiked chain; shield armor check penalty applies to attack rolls
 - Weapon Focus [Rapier]: +1 bonus on attack rolls with Rapier

CLASS ABILITIES

FAVORED CLASS RACIAL BENEFITS (not yet automated)

Rogue: +0 additional rogue talent

ROGUE

- Sneak Attack: Deal +3d6 dmg vs. foe w/in 30' denied Dex bonus to AC/flanked; may only deal extra nonlethal dmg w/ nonlethal weapon; must be able to see/reach vital spot, so concealment prohibits sneak attack
- Trapfinding: Gain +2 to Disable Device checks and to Perception checks to locate traps; may use Disable Device on magic traps
- Evasion (Ex): Successful Ref save vs. attack that normally deals half damage instead deals no damage; not available when wearing medium or heavy armor or when helpless
- Rogue Talents: Gain 2 talent(s):
 - Combat Trick - Gain Mobility as bonus feat
 - Weapon Training - Gain Weapon Focus as bonus feat
- Trap Sense (Ex): Gain +1 bonus on Ref saves vs. traps and +1 Dodge bonus to AC vs. traps
- Uncanny Dodge (Ex): Cannot be caught flat-footed, even if attacker is invisible; still lose Dex bonus to AC if immobilized or if opponent successfully uses feint action

DUELIST

- Canny Defense (Ex): While wielding melee weapon, add 1 to Dex bonus to AC; must not be flat-footed/otherwise denied Dex bonus, wearing armor heavier than Light, or using a shield
- Precise Strike (Ex): Add 1 to dmg w/ light or 1-handed piercing weapon; cannot attack w/ weapon in other hand or use a shield, does not affect creatures immune to critical hits, any item/ability that protects from critical hits also protects from precise strike