

CHARACTER RECORD SHEET

Laura Lightshanks <small>CHARACTER NAME</small>		[] <small>PLAYER NAME</small>		South Fort <small>REGION</small>	
Halfling Humanoid (halfling) <small>RACE (TYPE/SUBTYPE)</small>		Neutral <small>ALIGNMENT</small>		Small <small>SIZE</small>	18 <small>AGE</small>
[Rogue 6] <small>CLASSES</small>		6 <small>CHAR LVL</small>	A light hearted halfling with a joy for locks <small>DESCRIPTION</small>		
Female <small>GENDER</small>		3' 0" <small>HEIGHT</small>	30 lb. <small>WEIGHT (lb.)</small>		

SPEED

Mod: []
20 ft. / x4

OTHER SPEEDS
[]

ENCUMBRANCE
Light

SPELL RESISTANCE
[]

ABILITY	SCORE	MOD	TEMP SCORE	TEMP P	PER M	OTHER MOD
STR	8	-1				
DEX	20	+5				
CON	13	+1				
INT	9	-1				
WIS	11	+0				
CHA	12	+1				

HIT POINTS

Mod: []

TOTAL: 42

LETHAL: []

NONLETHAL: []

DAMAGE REDUCTION: []

CONDITIONS

Energy Drain: []

[]

[]

[]

SPELLS & EFFECTS

[]

[]

[]

[]

CHANNEL ENERGY (Not Available)

Effective Level: 0 Other DC Mods: [] Times/Day: [] Used: []

FORTITUDE SAVE

Notes: +4 = 2 + 1 + 1 + 0 + []

REFLEX SAVE

Notes: +11 = 5 + 5 + 1 + 0 + []

WILL SAVE

Notes: +3 = 2 + 0 + 1 + 0 + []

Notes: +2 racial bonus vs. fear

GENERAL COMBAT

INITIATIVE +5 = 5 + []

AC 18 = 10 + 2 + 0 + 5 + 1 + 0 + 0 + 0 + 0

MELEE +4 = 4 + Str + 1 + 0 + []

RANGED +10 = 4 + Dex + 1 + 0 + []

CMB +2 = 4 + -1 + -1 + 0 + []

CMD 17 = 10 + 4 + -1 + 5 + -1 + 0 + 0 + 0 + []

SENSES

Perception +11 +21

CONDITIONAL MODIFIERS / OTHER: []

WEAPONS AND ATTACKS

WEAPON / ATTACK	8 510	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?						
Short Sword	Melee	2	Mithral	Small	1	1-Handed							
+ATK		ATTACKS		+DMG		DAMAGE		KEEN?		CRITICAL		COMBAT OPTION	
0		+7		0		1d4 +3		N		19-20 / x2			
RANGE		WGT (lb.)		TYPE		CATEGORY		OTHER NOTES		COMBAT OPTION			
—		0.5		P		Light							
SPECIAL PROPERTIES													
—													
WEAPON / ATTACK	2 322	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?						
Dagger	Melee	1	Silver	Small	1	1-Handed							
+ATK		ATTACKS		+DMG		DAMAGE		KEEN?		CRITICAL		COMBAT OPTION	
0		+5		0		1d3 -1		N		19-20 / x2			
RANGE		WGT (lb.)		TYPE		CATEGORY		OTHER NOTES		COMBAT OPTION			
10'		0.5		P or S		Light							
SPECIAL PROPERTIES													
—													
WEAPON / ATTACK	2 410	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?						
Hand Crossbow	Ranged	1	Darkwood	Small	1	2-Wpn Primary							
+ATK		ATTACKS		+DMG		DAMAGE		KEEN?		CRITICAL		COMBAT OPTION	
0		+5		0		1d3 +1		N		19-20 / x2			
RANGE		WGT (lb.)		TYPE		CATEGORY		OTHER NOTES		COMBAT OPTION			
30'		0.5		P		Ranged							
SPECIAL PROPERTIES													
—													
WEAPON / ATTACK	2 410	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?						
Hand Crossbow	Ranged	1	Darkwood	Small	1	2-Wpn Off-Hand							
+ATK		ATTACKS		+DMG		DAMAGE		KEEN?		CRITICAL		COMBAT OPTION	
0		+1		0		1d3 +1		N		19-20 / x2			
RANGE		WGT (lb.)		TYPE		CATEGORY		OTHER NOTES		COMBAT OPTION			
30'		0.5		P		Ranged							
SPECIAL PROPERTIES													
—													
WEAPON / ATTACK	-	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?						
Unarmed Strike	Melee			Small	1	1-Handed							
+ATK		ATTACKS		+DMG		DAMAGE		KEEN?		CRITICAL		COMBAT OPTION	
0		+4		0		1d2 -1		N		20 / x2			
RANGE		WGT (lb.)		TYPE		CATEGORY		OTHER NOTES		COMBAT OPTION			
—		—		B		Light							
SPECIAL PROPERTIES													
nonlethal, provokes AoO													

SKILLS

CLASS? []

Armor Check Penalty: 0

SKILL NAME	KEY SKI	RA	CAL	MIS	COND
<input checked="" type="checkbox"/> Acrobatics	Dex* +16	6	10		
<input checked="" type="checkbox"/> Appraise	Int -1	0	-1		
<input checked="" type="checkbox"/> Bluff	Cha +1	0	1		
<input checked="" type="checkbox"/> Climb	Str* +10	6	4		
<input checked="" type="checkbox"/> Craft (untrained)	Int -1	0	-1		
<input checked="" type="checkbox"/> Diplomacy	Cha +1	0	1		
<input checked="" type="checkbox"/> Disguise	Cha +1	0	1		
<input checked="" type="checkbox"/> Escape Artist	Dex* +11	3	8		
<input type="checkbox"/> Fly	Dex* +7	0	7		
<input type="checkbox"/> Heal	Wis 0	0	0		
<input checked="" type="checkbox"/> Intimidate	Cha +1	0	1		
<input checked="" type="checkbox"/> Perception	Wis +11	6	5		
<input checked="" type="checkbox"/> Perform (untrained)	Cha +1	0	1		
<input type="checkbox"/> Ride	Dex* +5	0	5		
<input checked="" type="checkbox"/> Sense Motive	Wis 0	0	0		
<input checked="" type="checkbox"/> Stealth	Dex* +15	3	12		
<input type="checkbox"/> Survival	Wis 0	0	0		
<input checked="" type="checkbox"/> Swim	Str* -1	0	-1		
<input checked="" type="checkbox"/> Disable Device	Dex* +20	6	14		
<input type="checkbox"/> Handle Animal	Cha NA	0	1		
<input type="checkbox"/> Knowledge (arcana)	Int NA	0	-1		
<input checked="" type="checkbox"/> Knowledge (dungeoneering)	Int +8	6	2		
<input type="checkbox"/> Knowledge (engineering)	Int NA	0	-1		
<input type="checkbox"/> Knowledge (geography)	Int NA	0	-1		
<input type="checkbox"/> Knowledge (history)	Int NA	0	-1		
<input checked="" type="checkbox"/> Knowledge (local)	Int NA	0	-1		
<input type="checkbox"/> Knowledge (nature)	Int NA	0	-1		
<input type="checkbox"/> Knowledge (nobility)	Int NA	0	-1		
<input type="checkbox"/> Knowledge (planes)	Int NA	0	-1		
<input type="checkbox"/> Knowledge (religion)	Int NA	0	-1		
<input type="checkbox"/> Knowledge (spirits)	Int NA	0	-1		
<input checked="" type="checkbox"/> Linguistics	Int NA	0	-1		
<input checked="" type="checkbox"/> Profession (untrained)	Wis NA	0	0		
<input checked="" type="checkbox"/> Sleight of Hand	Dex* +14	6	8		
<input type="checkbox"/> Spellcraft	Int NA	0	-1		
<input checked="" type="checkbox"/> Use Magic Device	Cha +7	3	4		

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

CAMPAIGN

Death in the Deep

EXPERIENCE

CURRENT TOTAL

35 000

NEXT LEVEL

Medium

PROGRESSION

LANGUAGES

STARTING/BONUS LANGUAGES

Common and Halfling

Common and Halfling

MAGIC ITEMS

BELT (BELT OR GIRDLE)	VALUE	WEIGHT
	0	-
DESCRIPTION		

BODY (ROBE OR VESTMENT)	VALUE	WEIGHT
	0	-
DESCRIPTION		

CHEST (MANTLE, VEST, OR SHIRT)	VALUE	WEIGHT
	0	-
DESCRIPTION		

EYES (PAIR OF LENSES OR GOGGLES)	VALUE	WEIGHT
	0	-
DESCRIPTION		

FEET (PAIR OF BOOTS, SHOES, OR SLIPPERS)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HAND (ONE GLOVE OR GAUNTLET)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HAND (ONE GLOVE OR GAUNTLET)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HEAD (CIRCLET, CROWN, HAT, HELM, OR MASK)	VALUE	WEIGHT
	0	-
DESCRIPTION		

HEADBAND (HEADBAND OR PHYLACTERY)	VALUE	WEIGHT
	0	-
DESCRIPTION		

NECK (AMULET, BROOCH, MEDALLION, NECKLACE, PERIAPT, SCARAB)	VALUE	WEIGHT
	0	-
DESCRIPTION		

RING	VALUE	WEIGHT
	0	-
DESCRIPTION		

RING	VALUE	WEIGHT
	0	-
DESCRIPTION		

SHOULDERS (CLOAK OR CAPE)	VALUE	WEIGHT
	0	-
DESCRIPTION		

WRISTS (PAIR OF BRACERS OR BRACELETS)	VALUE	WEIGHT
	0	-
DESCRIPTION		

LANGUAGES

COIN

PLATINUM

100

GOLD

SILVER

COPPER

2.00

WEIGHT

16 000

WEALTH BY LEVEL

88.00

WEALTH VARIANCE

ENCUMBRANCE

20

LIGHT
LOAD

60

LIFT
OVER

40

MED
LOAD

120

LIFT
OFF

60

HEAVY
LOAD

300

PUSH
DRAG

ARMOR, SHIELD, & OTHER PROTECTION

ARMOR	Value:	160	ENH	SPECIAL MATERIAL	EN	MODIFICATIONS
Leather			MW		None	None
					None	None
CATEGORY	ARMOR	MAX DEX	ARMOR CHECK	ARCANE FAILURE	SPD RED	WGT (lb.)
Light	+2	+6	0	10%	No	7.5
SPECIAL PROPERTIES						

0

SHIELD	Value:	-	ENH	SPECIAL MATERIAL
None				
SHIELD BONUS	MAX DEX	ARMOR CHECK	ARCANE FAILURE	WGT (lb.)
+0	+5	0	0%	0.0
SPECIAL PROPERTIES				

GEAR / OTHER POSSESSIONS

ITEM	QTY	GP	WGT	CARRIED
Adventuring gear in ships hold				

0.00

ADVENTURE EXPENSES

15812.00

TOTAL GP VALUE

9.00

ARMOR/WEAPON WGT

11.00

TOTAL WEIGHT

OTHER MAGIC ITEMS

MAGIC ITEM	VALUE	WEIGHT
	0	-
DESCRIPTION		

MAGIC ITEM	VALUE	WEIGHT
	0	-
DESCRIPTION		

MAGIC ITEM	VALUE	WEIGHT
	0	-
DESCRIPTION		

MAGIC ITEM	VALUE	WEIGHT
	0	-
DESCRIPTION		

MAGIC ITEM	VALUE	WEIGHT
	0	-
DESCRIPTION		

MAGIC ITEM	VALUE	WEIGHT
	0	-
DESCRIPTION		

RACIAL ABILITIES

- Fearless: +2 Racial bonus on saves vs. fear
- Halfling Luck: +1 Racial bonus on all saves
- Keen Senses: +2 Racial bonus on Perception checks
- Weapon Familiarity (Halfling): proficient w/ Sling; all "Halfling" weapons are Martial

TRAITS

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

- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Skill Focus [Disable Device]: +3 bonus on Disable Device checks
- Weapon Focus [Short Sword]: +1 bonus on attack rolls with Short Sword
- Weapon Specialization [Short Sword]: +2 bonus on dmg rolls with Short Sword

CLASS ABILITIES

FAVORED CLASS RACIAL BENEFITS (not yet automated)

Rogue: +0 Circumstance bonus on crit confirmation w/ chosen weapon (doesn't stack w/ Critical Focus)

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 +3 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 3 talent(s):
 - Ledge Walker (Ex) - Move at full speed along narrow surfaces using Acrobatics w/out penalty and w/out becoming flat-footed
 - Quick Disable (Ex) - Reduce time to disable trap using Disable Device by 50% (min 1 rnd)
 - Surprise Attack (Ex) - Opponents always considered flat-footed during surprise rnd, even after acting
- Trap Sense (Ex): Gain +2 bonus on Ref saves vs. traps and +2 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