

Character: - Unnamed Hero -

Player: Kristen

Female Elf Rogue 2 - Chaotic Good - 3 XP

Ability Scores

Strength	12	+1	STR modifier
Dexterity	18	+4	DEX modifier
Constitution	11	0	CON modifier
Intelligence	12	+1	INT modifier
Wisdom	10	0	WIS modifier
Charisma	14	+2	CHA modifier

Racial Traits

Speed: 30 ft. (6 sq.); Elven Sleep Immunity; Keen Senses; Low-Light Vision; Weapon Familiarity

Skills

	Total	Class Skill?	Ability	Ranks	Misc
Acrobatics	+9	•	+4	+2	+3
Bluff	+7	•	+2	+2	+3
Climb	+6	•	+1	+2	+3
Diplomacy	+6	•	+2	+1	+3
† Disable Device	+10	•	+4	+2	+4
Heal	+0				
Knowledge (Arcana)	-		+1		
Knowledge (Dungeoneering)	+6	•	+1	+2	+3
Knowledge (Geography)	+2		+1	+1	
Knowledge (History)	+2		+1	+1	
Knowledge (Local)	+5	•	+1	+1	+3
Knowledge (Nature)	-		+1		
Knowledge (Religion)	-		+1		
Perception	+7	•		+2	+5
Ride	+4		+4		
Sense Motive	+6	•		+2	+4
Spellcraft	-		+1		
Stealth	+14	•	+4	+2	+8
Swim	+1	•	+1		

Armor & Weapon Proficiencies

Light Armor, Simple Weapons, Longbow, Longsword, Rapier, Shortbow, Hand Crossbow, Sap, Shortsword

Character Number: 0 - 1



Class Features

Starting	Damage / Current HP			
Hit Points	13			
	Total	Class	Ability	Misc
Fortitude Save	+0	=		
Reflex Save	+8	=	+3	+4
Will Save	+0	=		
Attack Bonus	+1		Skill Ranks	20

Minor Magic: Mage Hand (3/day); Evasion; Sneak Attack +1d6; Trapfinding +1

Weapons & Attacks

	Total	Improved Initiative	DEX Mod
Initiative	+8	=	+4
	Total	Attack Bonus	STR Mod
Melee Attack	+2	=	+1
	Total	Attack Bonus	DEX Mod
Ranged Attack	+5	=	+4

Weapon: +1 Crossbow, Light

Ranged, Both Hands: +6, 1d8+1 Critical: 19-20/x2 Range Incr: 80' 2-Hand, P

Weapon: Dagger

Mainhand: +2, 1d4+1 Critical: 19-20/x2 Ranged: +5, 1d4+1 Range Incr: 10' Light, P/S

Weapon: Longsword

Mainhand: +2, 1d8+1 Both Hands: +2, 1d8+1 Critical: 19-20/x2 1-Hand, S

Weapon: Unarmed Strike

Mainhand: +2, 1d3+1 Critical: 20/x2 Light, B

Armor & Armor Class

	Total	Armor	Shield	DEX Mod	Misc
AC	17	=	10	+3	+4
Touch AC	14	Flat-Footed AC	13		

Feats & Traits

Deft Dodger
Improved Initiative
Suspicious

Equipment

Cash: 90 GP, 6 SP

+1 Crossbow, Light	Grappling hook <Backpack>
+1 Shadow Leather Backpack	Lantern <Backpack>
Bedroll <Backpack>	Longsword
Belt Pouch	Oil x3 <Backpack>
Bolts, Crossbow x10	Piton x3 <Backpack>
Chalk <Belt Pouch>	Rope <Backpack>
Dagger	Sack (empty) <Backpack>
Flint and Steel <Belt Pouch>	Sack (empty) <Backpack>
	Thieves' Tools <Belt Pouch>

Special Abilities

Elven Sleep Immunity

You are immune to magic sleep attacks (like *sleep* spells).

Evasion

Some spells and monster abilities let you make a Reflex save to take half damage. If you make the Reflex save, you take **zero** damage instead!

Low-Light Vision

You can see twice as far in dim light as a dwarf or a human.

Minor Magic: Mage Hand (3/day)

Choose one wizard cantrip. You can cast this cantrip three times per day as if your wizard level were equal to your rogue level.

Sneak Attack +1d6

When you make a sneak attack, add +1d6 damage to your normal weapon damage. You can make a sneak attack if:

Your opponent hasn't acted yet in combat.
You are **flanking** the opponent with an ally.
The opponent is **helpless**.

Sneak attack bonus damage is not multiplied on a critical hit. You can make a sneak attack with a melee weapon or a ranged weapon. If you use a ranged weapon, your opponent must be within 30 feet of you to count as a sneak attack.

Trapfinding +1

You get a +1 bonus on Perception skill checks to find traps, and a +1 bonus on Disable Device skill checks. Rogues can use the Disable Device skill to disable magical traps (other classes can notice magical traps, but can't disable them). This bonus increases to +2 at 4th level.

Tracked Resources

Bolts, Crossbow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Minor Magic: Mage Hand (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Character Portrait

