

Kristen
Player Name

Melissan
Character Name

Darkvision (60)
VISION

Yet Another



Character Generator

Tiefling
Race
5th Rogue
Level/Class

General
Region

Medium
Size

5 ft 7 in
Height

155 lbs
Weight

Hair/Eyes

Chaotic Neutral
Alignment

Deity

73 years
Age

Female
Gender

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	12	+1		
DEX	17	+3		
CON	12	+1		
INT	16	+3		
WIS	11	0		
CHA	12	+1		

HP	39
SPEED	
WOUNDS	
TEMP HP	
NON-LETHAL	

20 ft BASE SPEED	4 sq RUN	x4 SWIM	ft CLIMB	ft FLY
INIT	+7	= 3	+ 4	ft BURROW

AC	17	10+	3	+ 0	+ 3	+ 0	+ 1	+ 0	+ 0	
Total			ARMOR BONUS	SHIELD BONUS	DEX MOD.	SIZE MOD.	NATURAL ARMOR	DEFLECT MOD.	MISC MOD.	
TOUCH	13	FLATFOOTED	14							
FORT	2	= 1	+ 1	+ 0	+ 0	+ 0	CONDITIONAL MOD			
REFLEX	9	= 4	+ 3	+ 0	+ 2					
WILL	1	= 1	+ 0	+ 0	+ 0					

BAB	3	SPELL RESISTANCE					
CMD	17	= 3	+ 1	+ 3	+ 0	+ 0	+ 10
CMB	6	= 3	+ 3	+ 0	+ 0		

+1 Rapier			
One-handed		ATTACK BONUS	Critical
		+7	18-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d6+2
SPECIAL PROPERTIES			

Crossbow, light			
Ranged		ATTACK BONUS	Critical
		+6	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	80	Bolts, crossbow (10)	1d8
SPECIAL PROPERTIES			

+1 Returning Harpoon			
Thrown		ATTACK BONUS	Critical
		+7	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P	10		1d8+2
SPECIAL PROPERTIES			
Grapple Weapon Returning: Weapon returns to the thrower			

+1 Returning Harpoon			
Two-handed		ATTACK BONUS	Critical
		+5	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d8+2
SPECIAL PROPERTIES			
Grapple Weapon Returning: Weapon returns to the thrower			

CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C	Acrobatics	DEX	11	3	5	3
C	Appraise	INT	11	3	5	3
C	Bluff	CHA	9	1	2	6
C	Climb	STR	9	1	5	3
C	Diplomacy	CHA	5	1	1	3
C	Disable Device	DEX	11	3	3	5
C	Disguise	CHA	3	1	0	2
C	Escape Artist	DEX	9	3	3	3
X	Fly	DEX	3	3	0	0
X	Heal	WIS	0	0	0	0
C	Intimidate	CHA	7	1	3	3
X	Knowledge (arcana)	INT	4	3	1	0
X	Knowledge (geography)	INT	8	3	5	0
X	Knowledge (nature)	INT	5	3	2	0
C	Linguistics	INT	7	3	1	3
C	Perception	WIS	6	0	3	3
C	Profession [Sailor]	WIS	6	0	3	3
X	Ride	DEX	4	3	1	0
C	Sense Motive	WIS	4	0	1	3
C	Sleight of Hand	DEX	12	3	4	5
C	Stealth	DEX	11	3	5	3
X	Survival	WIS	1	0	1	0
C	Swim	STR	14	1	5	8
C	Use Magic Device	CHA	5	1	1	3

CUSTOM TEXT

LANGUAGES
Common, Goblin, Elven, Abyssal, Aquan, Cyclops*, Ancient Osirian*, Thassilonian, Undercommon

ABILITIES (Cont)

- **Endurance (Core 122):** You may sleep in light or medium armor without becoming fatigued. You gain a +4 bonus on the following checks and saves:
 - Swim checks to resist nonlethal damage from exhaustion
 - to continue running
 - to avoid nonlethal damage from a forced march
 - to hold your breath
 - to avoid nonlethal damage from starvation or thirst
 - saves to avoid nonlethal damage from hot or cold environments
 - saves to resist damage from suffocation.
- **Deft Hands (Core 121):** You get a +2 bonus on all Disable Device and Sleight of Hand skill checks. Increases to +4 if you have 10 or more ranks.*
- **Armor Proficiency, Medium (Core 118):** You are proficient wearing medium armor.
- **Deceitful (Core 121):** You get a +2 bonus on all Bluff and Disguise skill checks. Increases to +4 if you have 10 or more ranks.*
- **Improved Initiative (Core 127):** You get a +4 bonus on initiative checks.*
- **Lightning Reflexes (Core 130):** You get a +2 bonus on all Reflex saving throws.*
- **Weapon Finesse (Core 136):** With a light weapon, elven curve blade, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls*. If you carry a shield, its armor check penalty applies to your attack rolls*.
- **Armor Proficiency, Light (Core 118):** You are proficient wearing light armor.

Weapon Traits

- **Grapple Weapon:** On a successful critical hit with this weapon you can grapple the target of the attack as a free action without provoking an attack of opportunity.

Magic Items

- **Amulet of Natural Armor +1 (Core 500):** This amulet toughens your body and flesh giving you a +1 enhancement bonus to your natural armor
- **Ring of Swimming (Core 483):** Grants you a +5 competence bonus on Swim checks.*

CLASS ABILITIES/MAGIC ITEMS**Bolts, crossbow**

Handwritten Notes

* Denotes bonuses or penalties already included in the calculations

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Weapon 5			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 6			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 7			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 8			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

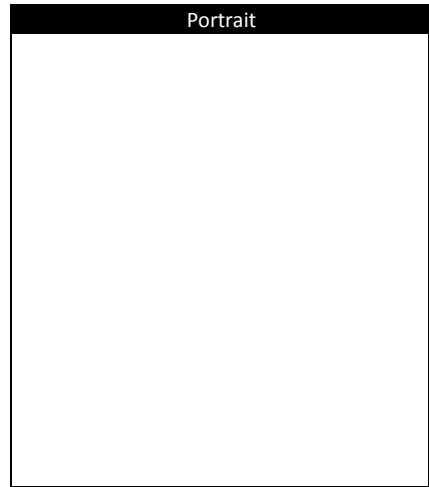
Weapon 9			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 11			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Portrait



Additional Notes

Additional Notes placeholder box

ABILITIES (Cont)

NOTEBOOK

* Denotes bonuses or penalties already included in the calculations