



CHARACTER SHEET

Tommy Blacktoes

CN

Kevin Lofton

CHARACTER NAME

3

ALIGNMENT

PLAYER

Cheliax

CHARACTER LEVEL

Halfling

RACE

S

M

13

SIZE

GENDER

AGE

DEITY

3'7"

HEIGHT

38 lbs

WEIGHT

HOMELAND

Blonde

HAIR

Green

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL WOUNDS/CURRENT HP	DR	SPEED LAND	20 BASE SPEED	FT. SQ.	FT. SQ.	TEMP MODIFIERS
STR STRENGTH	10	-	-	-	27			20	FT. SQ.			
DEX DEXTERITY	18	4										
CON CONSTITUTION	12	1										
INT INTELLIGENCE	14	2										
WIS WISDOM	10											
CHA CHARISMA	14	2										
AC ARMOR CLASS	18	= 10 + 2	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	TOTAL	DEX MODIFIER	MISC MODIFIER	
TOUCH ARMOR CLASS	15											
FORTITUDE (CONSTITUTION)	3	= 1	+ 1	+	+ 1	+ 1	+	+ 2 to sv vs Fear				
REFLEX (DEXTERITY)	8	= 3	+ 4	+	+ 1	+ 1	+	+ 1 avoid traps/+2				
WILL (WISDOM)	2	= 1	+	+ 1	+ 1	+ 1	+	AC trap att				
BASE ATTACK BONUS					2			SPELL RESISTANCE				
CMB	1	= 2	+	+ -1								
CMD	17	= 2	+	+ 4	+ 1	+ 10						
WEAPON					ATTACK BONUS			CRITICAL				
Masterwork Short Sword (Human Sized)					+7			19-20/X2				
TYPE	RANGE	AMMUNITION			DAMAGE							
P					1D6							
WEAPON					ATTACK BONUS			CRITICAL				
Halfling Sling Staff					+6			X3				
TYPE	RANGE	AMMUNITION			DAMAGE							
B	80'	40 Bullets			1D6							
WEAPON					ATTACK BONUS			CRITICAL				
Dagger					2			19-20/X2				
TYPE	RANGE	AMMUNITION			DAMAGE							
P/S	10'				1D3							
WEAPON					ATTACK BONUS			CRITICAL				
Sap					2			X2				
TYPE	RANGE	AMMUNITION			DAMAGE							
B		non-lethal			1D4							
WEAPON					ATTACK BONUS			CRITICAL				
TYPE	RANGE	AMMUNITION			DAMAGE							

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	6	=DEX	4	+ _____ + _____
<input checked="" type="checkbox"/> APPRAISE	_____	=INT	2	+ _____ + _____
<input checked="" type="checkbox"/> BLUFF	8	=CHA	2	+ 3 + 3
<input checked="" type="checkbox"/> CLIMB	9	=STR	_____	+ 3 + 4
<input type="checkbox"/> CRAFT	_____	=INT	_____	+ _____ + _____
<input type="checkbox"/> CRAFT	_____	=INT	_____	+ _____ + _____
<input type="checkbox"/> CRAFT	_____	=INT	_____	+ _____ + _____
<input checked="" type="checkbox"/> DIPLOMACY	16	=CHA	2	+ _____ + _____
<input checked="" type="checkbox"/> DISABLE DEVICE*	16	=DEX	4	+ 3 + 9
<input checked="" type="checkbox"/> DISGUISE	_____	=CHA	_____	+ _____ + _____
<input checked="" type="checkbox"/> ESCAPE ARTIST	16	=DEX	4	+ 3 + 3
<input type="checkbox"/> FLY	_____	=DEX	_____	+ _____ + _____
<input type="checkbox"/> HANDLE ANIMAL*	_____	=CHA	_____	+ _____ + _____
<input type="checkbox"/> HEAL	_____	=WIS	_____	+ _____ + _____
<input checked="" type="checkbox"/> INTIMIDATE	_____	=CHA	2	+ _____ + _____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	_____	+ _____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONING)*	_____	=INT	2	+ _____ + _____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____	=INT	_____	+ _____ + _____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	_____	=INT	_____	+ _____ + _____
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	_____	=INT	_____	+ _____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)*	8	=INT	2	+ 3 + 3
<input type="checkbox"/> KNOWLEDGE (NATURE)*	_____	=INT	_____	+ _____ + _____
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	_____	=INT	_____	+ _____ + _____
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	_____	+ _____ + _____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	_____	+ _____ + _____
<input checked="" type="checkbox"/> LINGUISTICS*	_____	=INT	_____	+ _____ + _____
<input checked="" type="checkbox"/> PERCEPTION	8	=WIS	_____	+ 3 + 3
<input checked="" type="checkbox"/> PERFORM	_____	=CHA	2	+ _____ + _____
<input type="checkbox"/> PERFORM	_____	=CHA	_____	+ _____ + _____
<input checked="" type="checkbox"/> PROFESSION* <i>Sailor</i>	6	=WIS	_____	+ 3 + 3
<input type="checkbox"/> PROFESSION*	_____	=WIS	_____	+ _____ + _____
<input type="checkbox"/> RIDE	_____	=DEX	4	+ _____ + _____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	_____	+ _____ + _____
<input checked="" type="checkbox"/> SLEIGHT OF HAND*	10	=DEX	4	+ 3 + 3
<input type="checkbox"/> SPELLCRAFT*	_____	=INT	_____	+ _____ + _____
<input checked="" type="checkbox"/> STEALTH	14	=DEX	4	+ 3 + 3
<input checked="" type="checkbox"/> SURVIVAL	1	=WIS	_____	+ _____ + 1
<input checked="" type="checkbox"/> SWIM	6	=STR	_____	+ 3 + 3
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	8	=CHA	2	+ 3 + 3
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY				
CONDITIONAL MODIFIERS:				

LANGUAGES:

Common, Halfling, Elven, and Gnome

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Vest of Escape (leather)	2				5	+6 Esc. Art. +4 Dis. Dev
TOTALS						

GEAR	
ITEM	WT.
Backpack	2
- (2) empty sacks	1
- Masterwork Thieves Tools	1
- Map scroll case	1
Belt Pouch - Caltrops	.5
Belt Pouch - Pot. Spider Climb	.5
Waterskin	4
Masterwork Short Sword	2
Halfling Sling Staff	3
Belt Pouch - 40 Bullets	20
Dagger	1
Sap	2
Explorer's Outfit	
TOTAL WEIGHT	

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

MONEY	
CP	
SP 27	
GP 769	
PP	

FEATS	
Point Blank Shot - +1 att/dmg rolls 30' or less	(1st level Feat)
Weapon Finesse - use Dex modifier to hit with light weapons	(Finesse Rogue - 2nd level Rogue Talent)
Dodge (3rd level Feat): +1 to AC	
SPECIAL ABILITIES	
Sneak Attack - 2D6	
Trapfinding (1/2 lvl to Perc to find traps & Disable Device)	
Favored Class: Rogue - +1 Skill Point per Level	
Evasion (to take Half or no Damage)	
Trap Sense +1 (+1 Reflex to avoid trap/+2 to AC to avoid dmg)	
Traits	
- Rigging Monkey (+1 to climb/climb is always a class skill)	
- Poverty Stricken (+1 to Survival)	
EXPERIENCE POINTS	
	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	-
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>
CONDITIONAL MODIFIERS				

DOMAINS/SPECIALTY SCHOOL	
0	<input type="checkbox"/>
1ST	<input type="checkbox"/>
2ND	<input type="checkbox"/>
3RD	<input type="checkbox"/>
4TH	<input type="checkbox"/>
5TH	<input type="checkbox"/>
6TH	<input type="checkbox"/>
7TH	<input type="checkbox"/>
8TH	<input type="checkbox"/>
9TH	<input type="checkbox"/>