

Varin Dilthen

Pre-Gen

Lawful Neutral

NAME: Rog12 CLASS: 66000 EXPERIENCE: Human RACE: Medium SIZE: 6' 1" HEIGHT: 180 lbs. WEIGHT: Black, Shoulder Length/Clean Shaven HAIR: -1 POINTS: ALIGNMENT: VISION

12 Character Level NEXT LEVEL: 78000 27 AGE: Male GENDER: Blue EYES: HAIR: -1 POINTS:

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 16 | +3 | 16 | +3 | 16 | +3 |
| DEX Dexterity | 20 | +5 | 20 | +5 | 20 | +5 |
| CON Constitution | 13 | +1 | 13 | +1 | 13 | +1 |
| INT Intelligence | 15 | +2 | 15 | +2 | 15 | +2 |
| WIS Wisdom | 9 | -1 | 9 | -1 | 9 | -1 |
| CHA Charisma | 10 | +0 | 10 | +0 | 10 | +0 |

| HP | AC | INITIATIVE | BASE ATTACK | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED |
|----|-------|---------------|-------------|-------------------|----------------|------------------|----------------------|
| 71 | 21 | +5 | +9/+4 | 21 | 15 | 10 | Walk 30 ft. |
| | TOTAL | TOTAL | TOTAL | FLAT | TOUCH | BASE | ARCANE SPELL FAILURE |
| | | DEX MODIFIER | | ARMOR BONUS | SHIELD BONUS | STAT | ARMOR CHECK PENALTY |
| | | MISC MODIFIER | | SIZE | NATURAL | MISC | SPELL RESIST |
| | | | | | | MISS CHANCE | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +5 | +4 | +1 | +0 | +0 | +0 | | |
| REFLEX (dexterity) | +13 | +8 | +5 | +0 | +0 | +0 | | |
| WILL (wisdom) | +3 | +4 | -1 | +0 | +0 | +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|--------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +12/+7 | +9/+4 | +3 | +0 | +0 | +0 | |
| RANGED attack bonus | +14/+9 | +9/+4 | +5 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +12/+7 | +9/+4 | +3 | +0 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
| | +14/+9 | 1d3+3 | 20/x2 | 5 ft. |

| *Sword +2 (Short) | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|------|------|----------|-------|
| | Primary | P | M | 19-20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +17/+12 | 1d6+5 | | | | |

Special Properties
*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|---------------------------|-------|----|--------|-------|---------------|
| *Mithral Shirt +2 | Light | +6 | +6 | +0 | 10 |
| 30hp/inch and 15 hardness | | | | | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 15/7.5 MISC MODIFIER |
|--|-------------|----------------|------------------|-----------|----------------------|
| ✓ Appraise | INT | 5 | = 2 | + 3.0 | + |
| ✓ Balance | DEX | 10 | = 5 | + 5.0 | + |
| ✓ Bluff | CHA | 5 | = 0 | + 5.0 | + |
| ✓ Climb | STR | 15 | = 3 | + 12.0 | + |
| ✓ Climb (Using a rope) | STR | 17 | = 3 | + 12.0 | + 2 |
| ✓ Concentration | CON | 1 | = 1 | + | + |
| ✓ Craft (Untrained) | INT | 2 | = 2 | + | + |
| ✓ Diplomacy | CHA | 4 | = 0 | + | + 4 |
| ✓ Disable Device | INT | 17 | = 2 | + 15.0 | + |
| ✓ Disguise | CHA | 4 | = 0 | + 4.0 | + |
| ✓ Disguise (Act in character) | CHA | 6 | = 0 | + 4.0 | + 2 |
| ✓ Escape Artist | DEX | 7 | = 5 | + 2.0 | + |
| ✓ Escape Artist (Escape from rope bonds) | DEX | 9 | = 5 | + 2.0 | + 2 |
| ✓ Forgery | INT | 5 | = 2 | + 3.0 | + |
| ✓ Gather Information | CHA | 12 | = 0 | + 10.0 | + 2 |
| ✓ Heal | WIS | -1 | = -1 | + | + |
| ✓ Hide | DEX | 20 | = 5 | + 15.0 | + |
| ✓ Intimidate | CHA | 5 | = 0 | + 3.0 | + 2 |
| ✓ Jump | STR | 5 | = 3 | + 2.0 | + |
| ✓ Knowledge (Local) | INT | 7 | = 2 | + 5.0 | + |
| ✓ Knowledge (Nobility and Royalty) | INT | 3 | = 2 | + 1.0 | + |
| ✓ Listen | WIS | 16 | = -1 | + 15.0 | + 2 |
| ✓ Move Silently | DEX | 20 | = 5 | + 15.0 | + |
| ✓ Ride | DEX | 6 | = 5 | + 1.0 | + |
| ✓ Search | INT | 17 | = 2 | + 15.0 | + |
| ✓ Sense Motive | WIS | 5 | = -1 | + 6.0 | + |
| ✓ Spot | WIS | 15 | = -1 | + 14.0 | + 2 |
| ✓ Survival | WIS | 0 | = -1 | + 1.0 | + |
| ✓ Swim | STR | 8 | = 3 | + 5.0 | + |
| ✓ Use Rope | DEX | 10 | = 5 | + 5.0 | + |
| | | | = | + | + |
| | | | = | + | + |

✓: can be used untrained. X: exclusive skills

| EQUIPMENT | | | | | |
|--|----------|-----|--------------|------------------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Mithral Shirt +2 30hp/inch and 15 hardness | Equipped | 1 | 10.0 | 5100.0 | |
| Potion of Cat's Grace | Equipped | 1 | 0.0 | 300.0 | |
| <input type="checkbox"/> Potion of Cure Moderate Wounds | Equipped | 2 | 0.0 (0.0) | 300.0 (600.0) | |
| <input type="checkbox"/> Sword +2 (Short) | Equipped | 1 | 2.0 | 8310.0 | |
| Sword +2 (Short) | Equipped | 1 | 2.0 | 8310.0 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 14 lbs. | 22620.0 gp | |

| LANGUAGES |
|-----------|
| Common |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|------|
| Light | 76 | Medium | 153 | Heavy | 230 |
| Lift over head | 230 | Lift off ground | 460 | Push / Drag | 1150 |

| MONEY | |
|-------------------------------|--|
| Backpack | |
| Torches (5) | |
| Flint & Steel | |
| Belt | |
| Small Pouches (2 on Belt) | |
| Bedroll | |
| COld Weather Clothes (2 sets) | |
| Cold Weather Blanket | |
| Dagger | |
| Flask of Oil (2) | |
| House Signet Ring | |
| Scroll Case | |
| Sheets of Parchment (6) | |
| Candle | |
| Piece of Chalk (3) | |
| Wooden Mallet | |
| Iron Spikes (5) | |
| Waterskin | |
| Trail Rations (2 weeks) | |
| Silk Rope (50 Feet) | |
| Pup Tent | |
| Thieves Tools | |
| Total = 0.0 gp | |

| SPECIAL ABILITIES |
|---|
| Evasion (Ex) |
| Improved Uncanny Dodge (can't be flanked except by a rogue of 16 level) |
| Sneak Attack +6d6 |
| Trap Sense (Ex) +4 |
| Trapfinding |

| FEATS | |
|------------------------------|---|
| Alertness | You get a +2 bonus on all Listen checks and Spot checks. |
| Blind-Fight | In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit. |
| Dodge | During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. |
| Improved Two-Weapon Fighting | In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty. |
| Two-Weapon Fighting | You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. |
| Weapon Finesse | With a light weapon, 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. |
| Weapon Focus (Sword (Short)) | You gain a +1 bonus on all attack rolls you make using the selected weapon. |
| Armor Proficiency (Light) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Simple Weapon Proficiency | You make attack rolls with simple weapons normally. |

| PROFICIENCIES |
|---|
| Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike |

Notes:

Character Sheet Notes: