

CHARACTER NAME		PLAYER		Chaotic Neutral	Olidammara	36
Rogue9	36000	Elf	Medium / 5.0 ft.	4' 11"	115 lbs.	Low-Light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	124		Gold-flecked Green	Pale Yellow, Crewcut	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION			SPEED																		
STR Strength	14	+2	14	+2			HP Hit Points	63						Walk 30'																		
DEX Dexterity	18	+4	20	+5			AC Armour Class	26	=	26	:	16	:	10	+	6	+	3	+	5	+	0	+	1	+	1			15	+0	6	0
CON Constitution	12	+1	12	+1				TOTAL		FLAT		TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	ARCANE FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST.							

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS	SKILLS	MAX RANKS	12/6
Fortitude Constitution	+4	= +3	+ +1	+ +0	+ +0	+ +0					
Reflex Dexterity	+11	= +6	+ +5	+ +0	+ +0	+ +0					
Willpower Wisdom	+4	= +3	+ +1	+ +0	+ +0	+ +0					

Melee ATTACK BONUS	+8/+3	=	+6/+1	+ 2	+ 0	+ 0	+ 0				
Ranged ATTACK BONUS	+11/+6	=	+6/+1	+ 5	+ 0	+ 0	+ 0				
Grapple ATTACK BONUS	+8/+3	=	+6/+1	+ 2	+ 0	+ 0	+ 0				

UNARMED	TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY	CRITICAL
	+11/+6							
WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE	
Composite Longbow	+12/+7	1d8+2	20/x3	C	110'	P	M	
Masterwork, Wood, Mighty Bow								
*Shocking Rapier +1	+12/+7	1d6+3	18-20/x2	P	0'	P	M	
Masterwork, Steel, Shock								

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Chain Shirt +2	Light	+6	+6	+0	10
Mithral (Light), Steel					
SHIELD	TYPE	AC	CHECK	SPELL FAILURE	
*Darkwood Buckler +2	Shield	+3	+0	5	
Darkwood, Steel					

ITEMS	AC
*Amulet of Natural Armor +1	+1
Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1	
*Ring of Protection +1	+1
Grants +1 deflection bonus to AC	

AMMUNITION	
Arrows (20) (2)	

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Acid (Flask)	Heward's Handy Haversack	2	1	10	Mithral Chain Shirt +2 (Mithral (Light), Steel)	Equipped	1	12.5	5100
Parchment (Sheet)	Heward's Handy Haversack	10	0	0.2	Oil Flask (1 pt)	Heward's Handy Haversack	2	1	0.1
Amulet of Natural Armor +1 (Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1)	Equipped	1	0.01	2000	Explorer's Outfit	Equipped	1	8	0
Arrows (20) (Steel, Wood)	Carried	1	3	1	Piton	Heward's Handy Haversack	10	0.5	0.1
Arrows (20) (Steel, Wood)	Heward's Handy Haversack	1	3	1	Pole (10 Ft.)	Heward's Handy Haversack	1	8	0.2
Bell	Heward's Handy Haversack	1	0	1	Potion of Cure Light Wounds	Belt Pouch	2	0.1	50
Caltrops	Heward's Handy Haversack	5	2	1	Belt Pouch	Equipped	1	0.5	1
Candle	Heward's Handy Haversack	2	0	0.01	Trail Rations (Per Day)	Heward's Handy Haversack	2	1	0.5
Canvas (Sq. Yd.)	Heward's Handy Haversack	1	1	0.1	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Case (Map or Scroll)	Heward's Handy Haversack	1	0.5	1	Silk Rope (50')	Heward's Handy Haversack	1	5	10
Chalk (1 piece)	Heward's Handy Haversack	2	0	0.01	Salt (Per Lb.)	Heward's Handy Haversack	1	1	5
Crowbar	Heward's Handy Haversack	1	5	2	Sealing Wax	Heward's Handy Haversack	1	1	1
Darkwood Buckler +2 (Darkwood, Steel)	Equipped	1	2.5	4215	Sewing Needle	Heward's Handy Haversack	1	0.01	0.5
Flask	Heward's Handy Haversack	1	1.5	0.03	Shocking Rapier +1 (Masterwork, Steel, Shock)	Equipped	1	2	8320
Flint and Steel	Heward's Handy Haversack	1	0	1	Signal Whistle	Heward's Handy Haversack	1	0.01	0.8
Flour (Per Lb.)	Heward's Handy Haversack	1	1	0.02	Signet Ring	Heward's Handy Haversack	1	0.01	5
Gloves of Dexterity +2 (Add to the wearers Dexterity score in the form of an enhancement bonus of +2)	Equipped	1	0.01	4000	Smokestick	Heward's Handy Haversack	5	0.5	20
Heward's Handy Haversack (It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds)	Equipped	1	5	2000	Spade or Shovel	Heward's Handy Haversack	1	8	2
Ink Vial (1 oz.)	Heward's Handy Haversack	1	0	8	Spyglass	Heward's Handy Haversack	1	1	1000
Inkpen	Heward's Handy Haversack	1	0	0.1	Sunrod	Heward's Handy Haversack	2	1	2
Linen (sq. yard)	Heward's Handy Haversack	1	0	4	Tindertwig	Heward's Handy Haversack	5	0	1
Average Lock	Heward's Handy Haversack	1	1	40	Vest of Escape (Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Open Lock checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks)	Equipped	1	0.01	5200
Magnifying Glass (a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.)	Heward's Handy Haversack	1	0	100	Wand of Summon Monster I (Spell Effect (50 Charges/Spell Trigger))	Belt Pouch	1	0.1	150
					Waterskin	Heward's Handy Haversack	1	4	1
					Whetstone	Heward's Handy Haversack	1	1	0.02
					TOTAL WEIGHT CARRIED/VALUE	28.84 lbs.		36144.01 gp	

Composite Longbow <small>(Masterwork, Wood, Mighty Bow)</small>	Carried	1	3	600
Masterwork Thieves Tools	Heward's Handy Haversack	1	1	125
Mirror (Small/Steel)	Heward's Handy Haversack	1	0.5	10

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
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MONEY

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects, An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it, Evasion (Ex) ~ No damage instead of half damage on successful save, Immunity to magic sleep effects, Improved Uncanny Dodge (Ex) ~ Can't be flanked except by a rogue of 13 level, Sneak Attack +5d6, Trap Sense (Ex) +3 bonus to Reflex save and +3 Dodge bonus to AC vs. Traps, Trapfinding ~ May use Search skill to locate traps, Uncanny Dodge (Ex) ~ Dex bonus to AC

PROFICIENCIES

Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Sword (Short), Touch Spell, Unarmed Strike

LANGUAGES

Common, Draconic, Elven, Gnoll, Goblin, Literacy

FEATS

NAME	DESCRIPTION
Armor Proficiency (Light)	You are proficient with light armor
Combat Expertise	You are trained at using your combat skill for defense as well as offense
Improved Feint	You are skilled at misdirecting your opponent's attention in combat
Improved Initiative	You can react more quickly than normal in a fight
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Weapon Finesse	You are especially skilled at using weapons that can benefit as much from dexterity as from strength