Character Name	Level (Total)	Race	Age
Anna	LEVEL 2	Half-elf (P) — Humanoid (Human, Elf)	16

Fighter (P) / Rogue (P)

Favored Classes

Primary	Level	Type	HD Racial	HD Total	HD Adj.	HD Type	XP Level vs XP Mismatch	Gender	Eyes
Fighter (P) / Rogue (P)	2	d10	1				0	Female	Green

Secondary	Level	Type	Size	ECL	ECL Adj.	Height	Weight	Hair
			Medium	2		5' 0"	117 lb.	Blonde

Third Class	Level	Type	Space / Reach	Alignment	Deity	Skin
			5 ft./5 ft.	Chaotic Good	Fharlanghn	White

SPD Speeds: 30' (Land Speed) = 30' (Base) + 0' (Gear) + 0' (Effects) / 0' (Burrow) / 0' (Climb) / 0' (Fly) / 0' (Swim)

Ability	Score	Modif
STR Strength	14	+2
DEX Dexterity	19	+4
CON Constitution	15	+2
INT Intelligence	14	+2
WIS Wisdom	16	+3
CHA Charisma	14	+2

HP Hit Points: 21 (Adj.)

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AC Armor Class: 18 = 10 (Base) + 4 (Armor) + (Shield) + 4 (Dexterity) + (Size) + (Dodge) + (Deflection) + (Other) + (Adj.)

HERO Points (Available)

Touch Armor Class: 14

Flat-Foot Armor Class: 14

INIT Modifier: +4 = 4 (Dex) + (Effects) + (Adj.)

SPELL Resistance (SR Adj, PR Adj)

POWER Points

CMB Bonus: +4 = 2 (Base) + 2 (STR) + (Size) + (Effects) / +2* (Cond.)

CMD Defense: 18 = 12 (Base) + 2 (STR) + 4 (DEX) + (Size) + (Effects) / +2* (Cond.)

		Base	Ability	Epic	Effects	Adj.	Cond.
FORTITUDE (Constitution)	+5	3	2				+2*
REFLEX (Dexterity)	+8	3	4		1		+2*
WILL (Wisdom)	+3		3				+3*

ENERGY Resistances: Acid, Cold, Elec., Fire, Sonic / Neg., Pos.

Damage Reduction

BASE Attack: +2 (Base) / (2nd) / (3rd) / (4th) (Adj.)

Leader Leadership (Base)

		Base	Ability	Size	Epic	Adj.
MELEE Attack Bonus	+4	2	2			
RANGED Attack Bonus	+6	2	4			

Vision & Senses

Low-Light	x2

FULL ATTACK Two-Handed — Elven Curve Blade
Total Attack (Weapon Finesse) / Damage: +6 / 1d10+3 — Adj. — Critical: 18-20 / x2 — Range: - — Damage Type: Slashing
Desc: Rare, longer version of a scimitar, but with a thinner blade — Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK One-Handed — Dagger
Total Attack (Weapon Finesse) / Damage: +6 / 1d4+2 — Adj. — Critical: 19-20 / x2 — Range: 10' — Damage Type: Piercing or Slashing
Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you — Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK Ranged — Shortbow
Ranged Attack / Damage: +6 / 1d6 — Adj. — Critical: 20 / x3 — Range: 60' — Damage Type: Piercing
Desc: Two-hand ranged weapon usable while mounted. Cannot benefit from high strength — Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK Thrown — Bolas
Thrown Attack / Damage: +6 / 1d4+2 — Adj. — Critical: 20 / x2 — Range: 10' — Damage Type: Bludgeoning
Desc: Deals Nonlethal damage. Can be used to Trip opponents — Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK One-Handed — None
Total Attack / Damage — Adj. — Critical — Range — Damage Type
Size Category — Adj.
Notes:
Ammo

FULL ATTACK One-Handed — None
Total Attack / Damage — Adj. — Critical — Range — Damage Type
Size Category — Adj.
Notes:
Ammo

SKILL	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
ACP -2							
Acrobatics-p *	7	DEX	4	5	-2		
Appraise-p	7	INT	2	5			
Bluff-p	6	CHA	2	4			
Climb-p *	4	STR	2	4	-2		
Diplomacy-p	2	CHA	2				
Disable Device-p *	14+1	DEX	4	5	5	1	
Disguise-p	6	CHA	2	4			
Escape Artist-p *	6	DEX	4	4	-2		
Fly-p *	2	DEX	4		-2		
Handle Animal-p	6	CHA	2	4			
Heal-p	3	WIS	3				
Intimidate-p	2	CHA	2				
Linguistics-p	6	INT	2	4			
Perception-p	12+1	WIS	3	5	4	1	
Ride-p *	6	DEX	4	4	-2		
Sense Motive-p	9	WIS	3	4	2		
Sleight of Hand-p *	9+4	DEX	4	5		4	
Spellcraft-p	-	INT	2				
Stealth-p *	7	DEX	4	5	-2		
Survival-p	7	WIS	3	4			
Swim-p *	4	STR	2	4	-2		
Use Magic Device-p	7	CHA	2	5			
Craft: Gemcutting-p	0	INT	2		-2		
Craft: Locksmithing-p	0	INT	2		-2		

ARMOR

Chain Shirt Armor	Adj.	Check Adj.:

Light	Max Dex: 4	Bonus: +4	Armor Check: -2	Spell Fail: 20%	25 lb.

Desc: Protects your torso while leaving the limbs free and mobile.Comes with a steel cap

Notes:

SHIELD

None	Adj.	Check Adj.:

Max Dex:		Armor Check:	Spell Fail:	

Desc:

Notes:

COINS

Platinum:	0	pp
Gold:	0	gp
Silver:	0	sp
Copper:	0	cp

GEMS

SPELLS

Arcane Spell Failure: 20% Adj.:

Casting Class:								
Caster Level:								
Caster level adj:								
Spell / day adj:								
Spell known adj:								

Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

LOCATIONS

Tag	Weight
HH	83.1 lb.
PB	0 lb.

GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.				
Basic Equipment List	HH	1		Bolas		1	2				
Masterwork Thieves' Tools		1	2	Dagger		1	1				
Traveler's Outfit		1	5	Elven Curve Blade		1	7				
Potion Belt M/W		1	1	Shortbow		1	2				
				Quiver of Arrows (20)		1	1				
				Arrow		20	2	Handy Haversack		1	5

53.0 lb.	Light	4		3,024 gp
Total Weight	Load Class	Max Dex	Chk Pen.	Total Value

ENCUMBRANCE

58.3	116.7	175.0	350.0	875.0	
Light	Medium	Heavy	Lift	Drag	Adj

FEATS

Selection List: All Feats and Traits

6	=	1	+	4	+	1

Deft Dodger Trait	+1 trait bonus on Reflex saves	√
Rich Parents Trait	Your starting cash increases to 900 GP.	
Skill Focus: Disable Device-p	+3 bonus on checks with skill: Disable Device-p	√
Power Attack	Gain a +2 bonus to all melee damage but take a -1 penalty to all melee attacks	i
Cleave	You can strike two adjacent foes with a single swing, but -2 to AC	i
Alertness	+2 bonus to Perception and +2 bonus to Sense Motive checks	√
Weapon Finesse	Use Dex modifier instead of Str modifier on attack rolls	√
Deft Hands	+2 bonus to Disable Device and +2 bonus to Sleight of Hand checks	√

INFO

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Racial Traits: Half-elf (P)

Elf Blood: For all effects related to race, a Half-elf is considered an Elf
Elven Immunities: Half-elves are immune to magic sleep effects
Keen Senses: +2 racial bonus on Perception skill checks
Multitalented: Choose two favored classes at first level
Adaptability: Receive Skill Focus, as a bonus feat

Vision & Senses

Low-Light x2

Class Features: Fighter (P) 2nd

Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)
2x bonus combat feat

Class Features: Rogue (P) 2nd

Weapon & Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields
Sneak Attack: +1d6 damage
Evasion (Ex): Take no damage on successful Reflex save
Rogue Talents: 1x talent. *: Affects sneak atk, max. 1/sneak atk
• Finesse Rogue: Gain the Weapon Finesse feat

Conditional Bonus - Feats

+2 to CMB when using finesse weapons [Weapon Finesse]

Conditional Bonus - Fighter (P) Class

+1 to Will saves vs fear [Bravery]

Conditional Bonus - Rogue (P) Class

+1 to Perception to locate Traps [Trapfinding]
+1 to Disable Device vs Traps [Trapfinding]

Conditional Bonus - Half-elf (P) Race

+2 to saves vs enchantment spells & effects [Elven Immunities]

Conditional Bonus - Weapons

+2 to CMD whenever a foe attempts to sunder your Elven Curve Blade
+2 to Sleight of Hand checks made to conceal a Dagger on your body

Languages (x5)

Common, Elven, Draconic, Dwarven, Goblin , Suloise, Ralat

CHARACTER STATUS

No errors detected

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	5	

Common, Elven

Draconic, Dwarven, Goblin , Suloise, Ralat

Spell Difficulty Class Adj.

SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.

Spell per day Adjustments & Effects

	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Spell Known Adjustments & Effects

	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Manifester Class Level Adjustments

All Aspects :								
Power Effects :								
Powers Known :								
Max. Pwr lvl Known :								
Power Points :								

Anna

Half-elf (P), Fighter (P) / Rogue (P) 2nd

Medium Humanoid (Human, Elf)
Alignment: Chaotic Good [Fharlanghn]
Hit Dice: 2d10+4 (21 hp)
Initiative: +4
Speed: 30' (6 sq) (light enc.)
Space/Reach: 5 ft./5 ft.
AC: 18 (+4 Armor, +4 Dex), Touch 14, Flat-Footed 14

Saves: Fort +5, Ref +8, Will +3
Abilities: Str 14, Dex 19, Con 15, Int 14, Wis 16, Cha 14
Base Att/CMB/CMD: +2 / +4(+2*) / 18(+2*)
Single Attack:
Elven Curve Blade: +6 melee (1d10+3/18-20)
Dagger: +6 melee (1d4+2/19-20)
Shortbow: +6 ranged (1d6/20/x3)
Bolas: +6 thrown (1d4+2/20)

Full Attack:
Elven Curve Blade: +6 melee (1d10+3/18-20)
Dagger: +6 melee (1d4+2/19-20)
Shortbow: +6 ranged (1d6/20/x3)
Bolas: +6 thrown (1d4+2/20)

FEATS
Deft Dodger Trait, Rich Parents Trait, Skill Focus: Disable Device-p, Power Attack, Cleave, Alertness, Weapon Finesse, Deft Hands.

SKILLS
Acrobatics +7, Appraise +7, Bluff +6, Climb +4, Diplomacy +2, Disable Device +14+1, Disguise +6, Escape Art +6, Fly +2, Handle Animal +6, Heal +3, Intimidate +2, Linguistics +6, Perception +12+1, Ride +6, Sense Motive +9, Sleight of Hand +9+4, Stealth +7, Survival +7, Swim +4, Use Magic Dev. +7, Cr:Gemcut +0, Cr:Locksm +0.

EQUIPMENT
ARMOR WORN: Chain Shirt Armor.
Basic Equipment List, Masterwork Thieves' Tools, Traveler's Outfit,
Potion Belt M/W, Bolas, Dagger, Elven Curve Blade, Shortbow, Quiver of Arrows (20),
20xArrow Handy Haversack

TOTAL CHARACTER VALUE
3,024 gp.

NOTES

Racial Traits: Half-elf (P)
Elf Blood: For all effects related to race, a Half-elf is considered an Elf
Elven Immunities: Half-elves are immune to magic sleep effects
Keen Senses: +2 racial bonus on Perception skill checks
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2x bonus combat feat

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Weapon & Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields
Sneak Attack: +1d6 damage
Evasion (Ex): Take no damage on successful Reflex save
Rogue Talents: 1x talent. *: Affects sneak atk, max. 1/sneak atk
- Finesse Rogue: Gain the Weapon Finesse feat

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+1 to Will saves vs fear [Bravery]

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