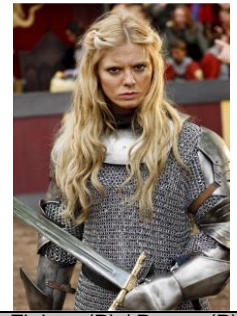


Anna
 Character Name
Fighter (P) / Rogue (P) 1
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 1

Half-elf (P)

15



Fighter (P) / Rogue (P)

Total Humanoid (Human, Elf) **Age** 15
d10 **HD** 1 **XP** 0 **Female** **Green**
 Type Racial Total Adj. Type Next level: 2,000 xp Gender Eyes
Medium **1** **5' 0"** **117 lb.** **Blonde**
 Type Size ECL Adj. Height Weight Hair
5 ft./5 ft. **Chaotic Good** **Fharlanghn** **White**
 Type Space / Reach Alignment Deity Skin
SPD **20'** = **30'** + **-10'** + **0'** / **0'** / **0'** / **0'** / **0'**
 Land Speed Base Gear Effects Burrow Climb Fly Swim

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

HP Hit Points **12**
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AC Armor Class **15** = **10** + **4** + **1** + **0** + **0** + **0** + **0** + **0** + **0**
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj. **HERO** Points Available

Touch Armor Class **11** **Flat-Foot** Armor Class **14**

INIT Modifier **+4** = **4** + **0** + **0**
 Dex Effects Adj.

SPELL Resistance **0** **POWER** Points **0**
 SR Adj PR Adj

CMB Bonus **+3** = **1** + **2** + **0** + **0** / **0**
 Base STR Size Effects Cond.

CMD Defense **17** = **11** + **2** + **4** + **0** + **0** / **+2***
 Base STR DEX Size Effects Cond.

FORTITUDE (Constitution) **+4** = **2** + **2** + **0** + **0** / **+2***
REFLEX (Dexterity) **+7** = **2** + **4** + **1** + **0** / **+2***
WILL (Wisdom) **+3** = **3** + **0** + **0** / **+2***
 Base Ability Epic Effects Adj. Cond.

ENERGY Resistances **0** / **0**
 Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction
 Low-Light x2

BASE Attack **+1** / **0** / **0** / **0** / **0** / **0**
 Base 2nd 3rd 4th Adj. **Leader** Leadership Base

MELEE Attack Bonus **+3** = **1** + **2** + **0** + **0** + **0**
RANGED Attack Bonus **+5** = **1** + **4** + **0** + **0** + **0**
 Base Ability Size Epic Adj.

Vision & Senses
 Low-Light x2

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *	-6	2-4	DEX	4	4	-6	-4	
Appraise-p		6	INT	2	4			
Bluff-p		6	CHA	2	4			
Climb-p *		0	STR	2	4	-6		
Diplomacy-p		2	CHA	2				
Disable Device-p *		7+1	DEX	4	4	-1	1	
Disguise-p		2	CHA	2				
Escape Artist-p *		-2	DEX	4		-6		
Fly-p *		-2	DEX	4		-6		
Handle Animal-p		-	CHA	2				
Heal-p		3	WIS	3				
Intimidate-p		2	CHA	2				
Linguistics-p		6	INT	2	4			
Perception-p		11+1	WIS	3	4	4	1	
Ride-p *		-2	DEX	4		-6		
Sense Motive-p		9	WIS	3	4	2		
Sleight of Hand-p *		2+4	DEX	4	4	-6	4	
Spellcraft-p		-	INT	2				
Stealth-p *		2	DEX	4	4	-6		
Survival-p		7	WIS	3	4			
Swim-p *		-4	STR	2		-6		
Use Magic Device-p		6	CHA	2	4			

FULL ATTACK Two-Handed Elven Curve Blade **+3** **1d10+3** **18-20** **x2** **Slashing**
 Desc: Rare, longer version of a scimitar, but with a thinner blade
 Notes: **Medium**

FULL ATTACK One-Handed Dagger **+3** **1d4+2** **19-20** **x2** **10'** **Piercing or Slashing**
 Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
 Notes: **Medium**

FULL ATTACK Ranged Shortbow **+5** **1d6** **20** **x3** **60'** **Piercing**
 Desc: Two-hand ranged weapon usable while mounted. Cannot benefit from high strength
 Notes: **Medium**

FULL ATTACK Thrown Bolas **+5** **1d4+2** **20** **x2** **10'** **Bludgeoning**
 Desc: Deals Nonlethal damage. Can be used to Trip opponents
 Notes: **Medium**

FULL ATTACK One-Handed None **0** **0** **0** **0** **0**
 Notes: **Medium**

FULL ATTACK One-Handed None **0** **0** **0** **0** **0**
 Notes: **Medium**

ARMOR		Chain Shirt Armor		Adj:	Check Adj.:	
Light	Max Dex: 4	Bonus: +4	Armor Check: -6	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:						

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Basic Equipment List									
Masterwork Thieves' Tools									
Traveler's Outfit									
			1	83		1	2		Bolas
			1	2		1	1		Dagger
			1	5		1	7		Elven Curve Blade
						1	2		Shortbow
						1	1		Quiver of Arrows (20)
						20	2		Arrow
130.1 lb.		Heavy		1	-6		844 gp		
Total Weight		Load Class		Max Dex		Chk Pen.		Total Value	
Selection List: All Feats and Traits									

ENCUMBRANCE		Light	Medium	Heavy	Lift	Drag	Adj
58.3	116.7	175.0	350.0	875.0			

FEATS		4	=	1	+	2	+	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							✓

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									

LOCATIONS	
Tag	Weight

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INFO	
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) 1st	
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)	
1x bonus combat feat	
Class Features: Rogue (P) 1st	
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	
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	
Conditional Skill	
-4 on Acrobatics checks made to jump [Base Speed]	
Languages (x5)	
Common, Elven, Draconic, Dwarven, Goblin, Suloise, Ralat	
CHARACTER STATUS	
Dexterity bonus to AC reduced because of Heavy Load	

Anna

NOTES

Half-elf (P), Fighter (P) / Rogue (P) 1st

Medium Humanoid (Human, Elf)

Alignment: Chaotic Good [Fharlanghn]

Hit Dice: 1d10+2 (12 hp)

Initiative: +4

Speed: 20' (4 sq) (heavy enc.)

Space/Reach: 5 ft./5 ft.

AC: 15 (+4 Armor, +1 Dex), Touch 11, Flat-Footed 14

Saves: Fort +4, Ref +7, Will +3

Abilities: Str 14, Dex 19, Con 15, Int 14, Wis 16, Cha 14

Base Att/CMB/CMD: +1 / +3 / 17(+2*)

Single Attack:

Elven Curve Blade: +3 melee (1d10+3/18-20)

Dagger: +3 melee (1d4+2/19-20)

Shortbow: +5 ranged (1d6/20/x3)

Bolas: +5 thrown (1d4+2/20)

Full Attack:

Elven Curve Blade: +3 melee (1d10+3/18-20)

Dagger: +3 melee (1d4+2/19-20)

Shortbow: +5 ranged (1d6/20/x3)

Bolas: +5 thrown (1d4+2/20)

————| FEATS |————

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

————| SKILLS |————

Acrobatics +2-4, Appraise +6, Bluff +6, Climb +0, Diplomacy +2, Disable Device +7+1, Disguise +2, Escape Art -2, Fly -2, Heal +3, Intimidate +2, Linguistics +6, Perception +11+1, Ride -2, Sense Motive +9, Sleight of Hand +2+4, Stealth +2, Survival +7, Swim -4, Use Magic Dev. +6.

————| EQUIPMENT |————

ARMOR WORN: Chain Shirt Armor.

Basic Equipment List, Masterwork Thieves' Tools, Traveler's Outfit, Bolas, Dagger, Elven Curve Blade, Shortbow, Quiver of Arrows (20), 20xArrow

————| TOTAL CHARACTER VALUE |————

844 gp.

————| 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) 1st |————

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)

1x bonus combat feat

————| Class Features: Rogue (P) 1st |————

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

————| 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

————| Conditional Skill |————

-4 on Acrobatics checks made to jump [Base Speed]

————| Languages (x5) |————

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

————| CHARACTER STATUS |————

Dexterity bonus to AC reduced because of Heavy Load

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