

Eldar of Nethercreek

character name

Rob Hanssen

player name

Rog2

class

Human

race

TN

alignment

2

level

None

deity

M

size

18

age

M

gender

5' 7"

height

192 lbs

weight

eyes

hair

skin

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| STR strength | 6 | -2 | | |
| DEX dexterity | 17 | +3 | | |
| CON constitution | 12 | +1 | | |
| INT intelligence | 16 | +3 | | |
| WIS wisdom | 16 | +3 | | |
| CHA charisma | 16 | +3 | | |

| HP | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE |
|--------------------------|-------|-------------------|----------------|
| hit points | 13 | | |
| AC armor class | 14 | 10 | |
| TOTAL | | 10 | |
| | | +1 | |
| | | +0 | |
| | | +3 | |
| | | +0 | |
| | | +0 | |
| | | +0 | |

| DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|------------------|--------------|----------|
| | | Walk 30' |
| | | |
| | | |
| | | |
| | | |

| INITIATIVE | TOTAL |
|-----------------------------|-------|
| modifier | +7 |
| | +3 |
| | +4 |
| BASE ATTACK bonus | +1 |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE (constitution) | +1 | +0 | +1 | +0 | +0 | | |
| REFLEX (dexterity) | +6 | +3 | +3 | +0 | +0 | | |
| WILL (wisdom) | +3 | +0 | +3 | +0 | +0 | | |

| MELEE | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|---------------|-------|-------------------|--------------|---------------|---------------|---------------|
| attack bonus | -1 | +1 | -2 | +0 | | |
| RANGED | +4 | +1 | +3 | +0 | | |
| attack bonus | | | | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| Club | -1 | 1d6-2 | 20/x2 |
| RANGE | WEIGHT | TYPE | SIZE |
| 0' | 3.0 | B | M |
| SPECIAL PROPERTIES | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| *Dagger | -1 | 1d4-2 | 19-20/x2 |
| RANGE | WEIGHT | TYPE | SIZE |
| 0' | 1.0 | P | T |
| SPECIAL PROPERTIES | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| *Dagger (Thrown) | +4 | 1d4-2 | 19-20/x2 |
| RANGE | WEIGHT | TYPE | SIZE |
| 10' | 1.0 | P | T |
| SPECIAL PROPERTIES | | | |

| ARMOR/PROTECTIVE ITEM | TYPE | ARMOR BONUS | MAX DEX BONUS |
|-----------------------|---------------|-------------|---------------|
| *Padded | Light | +1 | +8 |
| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT |
| 0 | 5 | 30 | 10.0 |
| SPECIAL PROPERTIES | | | |

| SHIELD/PROTECTIVE ITEM | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|------------------------|-------------|--------|---------------|---------------|
| | | | | |
| SPECIAL PROPERTIES | | | | |

| AMMUNITION |
|------------|
| □□□□ □□□□ |
| □□□□ □□□□ |

SKILLS

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|--------------------|-------------|----------------|------------------|-------|---------------|
| Appraise | INT | 4 | = 3 | + 1.0 | + 0 |
| Balance | DEX | 5 | = 3 | + 0.0 | + 2 |
| Bluff | CHA | 8 | = 3 | + 5.0 | + 0 |
| Climb | STR | -2 | = -2 | + 0.0 | + 0 |
| Concentration | CON | 1 | = 1 | + 0.0 | + 0 |
| Craft (Untrained) | INT | 3 | = 3 | + 0.0 | + 0 |
| Diplomacy | CHA | 12 | = 3 | + 5.0 | + 4 |
| Disable Device | INT | 8 | = 3 | + 5.0 | + 0 |
| Disguise | CHA | 3 | = 3 | + 0.0 | + 0 |
| Escape Artist | DEX | 3 | = 3 | + 0.0 | + 0 |
| Forgery | INT | 3 | = 3 | + 0.0 | + 0 |
| Gather Information | CHA | 3 | = 3 | + 0.0 | + 0 |
| Heal | WIS | 3 | = 3 | + 0.0 | + 0 |
| Hide | DEX | 8 | = 3 | + 5.0 | + 0 |
| Innuendo | WIS | 4 | = 3 | + 1.0 | + 0 |
| Intimidate | CHA | 5 | = 3 | + 0.0 | + 2 |
| Intuit Direction | WIS | 4 | = 3 | + 1.0 | + 0 |
| Jump | STR | 0 | = -2 | + 0.0 | + 2 |
| Listen | WIS | 7 | = 3 | + 4.0 | + 0 |
| Move Silently | DEX | 7 | = 3 | + 4.0 | + 0 |
| Open Lock | DEX | 7 | = 3 | + 4.0 | + 0 |
| Perform | CHA | 6 | = 3 | + 0.0 | + 3 |
| Read Lips | INT | 4 | = 3 | + 1.0 | + 0 |
| Ride | DEX | 3 | = 3 | + 0.0 | + 0 |
| Scry | INT | 3 | = 3 | + 0.0 | + 0 |
| Search | INT | 8 | = 3 | + 5.0 | + 0 |
| Sense Motive | WIS | 8 | = 3 | + 5.0 | + 0 |
| Spot | WIS | 7 | = 3 | + 4.0 | + 0 |
| Swim | STR | -2 | = -2 | + 0.0 | + 0 |
| Tumble | DEX | 8 | = 3 | + 5.0 | + 0 |
| Use Rope | DEX | 8 | = 3 | + 5.0 | + 0 |
| Wilderness Lore | WIS | 3 | = 3 | + 0.0 | + 0 |

campaign _____

experience points

GEAR

| ITEM | WT. | ITEM | WT. |
|----------------------|-----|---------------------|------|
| Backpack (Small) | 1.0 | Paper (Sheet) | 10.0 |
| Case (Map or Scroll) | 1.0 | Pony | 1.0 |
| Club | 1.0 | Pouch (Small/Belt) | 1.0 |
| Dagger | 1.0 | Ring of Perform +3 | 1.0 |
| Dagger (Thrown) | 9.0 | Ring of Strength +1 | 1.0 |
| Fishhook | 1.0 | Rope (Hemp/50 Ft.) | 1.0 |
| Flint and Steel | 1.0 | Thieves' Tools | 2.0 |
| Horse (Light) | 0.0 | Waterskin (Small) | 1.0 |
| Ink (1 Oz. Vial) | 1.0 | Whetstone | 1.0 |
| Padded | 1.0 | | |

TOTAL WEIGHT CARRIED: 19.125 lbs

MONEY

cp -

sp -

gp -

pp -

SPECIAL ABILITIES/FEATS

Sneak Attack +1d6, Evasion

Dodge

Improved Initiative

| | | |
|--------------------|---------------------|--------------------|
| 20.0 LIGHT LOAD | 40.0 MEDIUM LOAD | 60.0 HEAVY LOAD |
| LIFT OVER HEAD | LIFT OFF GROUND | PUSH OR DRAG |

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak language) = 2 skill points

Common

Draconic

Elven

Literacy

Orc

SPELLS

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

DC MOD

| SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|---------------|-------|----------------|--------------|
| | 0 | | 0 |
| | 1ST | | |
| | 2ND | | |
| | 3RD | | |
| | 4TH | | |
| | 5TH | | |
| | 6TH | | |
| | 7TH | | |
| | 8TH | | |
| | 9TH | | |

number of spells known

0 _____ 1st _____ 2nd _____

3rd _____ 4th _____ 5th _____

6th _____ 7th _____ 8th _____

9th _____