

# Rodon

character name player name  
 Rog1 Sor2 Halfling CG 3  
 class race alignment level deity  
 S 25 M 0' 0" 0 lbs  
 size age gender height weight eyes hair skin

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> strength	10	+0		
<b>DEX</b> dexterity	20	+5		
<b>CON</b> constitution	13	+1		
<b>INT</b> intelligence	14	+2		
<b>WIS</b> wisdom	11	+0		
<b>CHA</b> charisma	16	+3		

TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
<b>HP</b> hit points <b>AC</b> armor class TOTAL	13				Walk 20'
	18 = 10 + 2 + 0 + 5 + 1 + 0 + 0				
		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER
				NATURAL ARMOR	MISC MODIFIER

<b>INITIATIVE</b> modifier	+5	=	+5	+	+0	
			DEX MODIFIER		MISC MODIFIER	
<b>BASE ATTACK</b> bonus	+1					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
<b>FORTITUDE</b> (constitution)	+2	=	+0	+	+1	+	+0	+	+1	+	
<b>REFLEX</b> (dexterity)	+8	=	+2	+	+5	+	+0	+	+1	+	
<b>WILL</b> (wisdom)	+4	=	+3	+	+0	+	+0	+	+1	+	

<b>MELEE</b> attack bonus	+2	=	+1	+	+0	+	+1	+		+	
<b>RANGED</b> attack bonus	+7	=	+1	+	+5	+	+1	+		+	
			BASE ATTACK BONUS		DEX MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Crossbow (Light)	+7	1d8	19-20/x2
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
80'	6.0	P	S
SPECIAL PROPERTIES			

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

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger (Thrown)	+8	1d4	19-20/x2
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
10'	1.0	P	T
SPECIAL PROPERTIES			

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
*Leather (Masterwork/Small)	Light	+2	+6
<b>CHECK PENALTY</b>	<b>SPELL FAILURE</b>	<b>SPEED</b>	<b>WEIGHT</b>
0	10	30	1.5
SPECIAL PROPERTIES			

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

AMMUNITION
_____
_____

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Appraise	INT	4	=	2	+ 2.0 + 0
Balance	DEX	7	=	5	+ 2.0 + 0
Bluff	CHA	5	=	3	+ 2.0 + 0
Climb	STR	2	=	0	+ 0.0 + 2
Concentration	CON	5	=	1	+ 4.0 + 0
Craft (Untrained)	INT	2	=	2	+ 0.0 + 0
Diplomacy	CHA	3	=	3	+ 0.0 + 0
Disable Device	INT	6	=	2	+ 4.0 + 0
Disguise	CHA	5	=	3	+ 2.0 + 0
Escape Artist	DEX	5	=	5	+ 0.0 + 0
Forgery	INT	2	=	2	+ 0.0 + 0
Gather Information	CHA	3	=	3	+ 0.0 + 0
Heal	WIS	0	=	0	+ 0.0 + 0
Hide	DEX	13	=	5	+ 4.0 + 4
Innuendo	WIS	1	=	0	+ 1.0 + 0
Intimidate	CHA	3	=	3	+ 0.0 + 0
Intuit Direction	WIS	1	=	0	+ 1.0 + 0
Jump	STR	2	=	0	+ 0.0 + 2
Knowledge (Arcana)	INT	3	=	2	+ 1.0 + 0
Listen	WIS	4	=	0	+ 2.0 + 2
Move Silently	DEX	10	=	5	+ 3.0 + 2
Open Lock	DEX	9	=	5	+ 4.0 + 0
Perform	CHA	3	=	3	+ 0.0 + 0
Pick Pocket	DEX	6	=	5	+ 1.0 + 0
Read Lips	INT	4	=	2	+ 2.0 + 0
Ride	DEX	5	=	5	+ 0.0 + 0
Scry	INT	2	=	2	+ 0.0 + 0
Search	INT	6	=	2	+ 4.0 + 0
Sense Motive	WIS	0	=	0	+ 0.0 + 0
Spellcraft	INT	5	=	2	+ 3.0 + 0
Spot	WIS	2	=	0	+ 2.0 + 0
Swim	STR	0	=	0	+ 0.0 + 0
Tumble	DEX	9	=	5	+ 4.0 + 0
Use Rope	DEX	5	=	5	+ 0.0 + 0
Wilderness Lore	WIS	0	=	0	+ 0.0 + 0

campaign \_\_\_\_\_

\_\_\_\_\_

experience points

### GEAR

ITEM	WT.	ITEM	WT.
Crossbow (Light)	1.0 6.0	Familiar (Owl)	1.0 0.0
Dagger	1.0 1.0	Leather (Masterwork/Small)	1.0 1.5
Dagger (Thrown)	1.0 1.0	Sword (Short)	1.0 3.0

TOTAL WEIGHT CARRIED: 1.5 lbs

### MONEY

cp -

sp -

gp -

pp -

### SPECIAL ABILITIES/FEATS

+1 on all saves,+2 morale bonus vs fear,+1 to hit with thrown weapon,Sneak Attack +1d6,Summon Familiar

Dodge

Mobility

25.0

LIGHT LOAD

50.0

MEDIUM LOAD

75.0

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

Halfling

Literacy

### SPELLS

0: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

1st: \_\_\_\_\_

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2nd: \_\_\_\_\_

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3rd: \_\_\_\_\_

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4th: \_\_\_\_\_

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5th: \_\_\_\_\_

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6th: \_\_\_\_\_

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7th: \_\_\_\_\_

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8th: \_\_\_\_\_

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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 \_\_\_\_\_