Fish	Rogue /	Robber	
CHARACTER'S NAME	CLASS	TITLE	
James Pate         Human         Rhennee           PLAYER'S NAME         RACE	Chaotic / Neutral	Procan (C/N)	
<b>4</b> / 24 / 24 Right 5'-6"	140 lb. Green Black	Tanned 25 ft.	
LEVEL SEX AGE EQUIV HAND HEIGHT	WEIGHT EYES HAIR	SKIN BASE SPEED	
ABILITY SCORE MODER SCORE MODER -10 DIE AT	GO TOTAL CURRENT HP	MISS HIT DIE CHANCE	
STR 11 0 14 2 HP	26	d6+1	
		7 20 22	
		HELPLESS DEFENSIVE TOTAL	
	17 19 TOUCH FLAT- FOOTED	FIGHTING DEFENSE	
INT 13 KNOWLEUGE 14 REASON MODIFIE		SKILL POINTS / LEVEL 10	0 MAX RANKS 7 / 3.5
WIS 9 -1 8 -1	TOTAL DEX MISC	S S	<b>SKILLS</b>
WIELFOWER INTOTION		SKILL NAME	KEY <b>SKILL</b> ABILITY SKILL MISC ABILITY <b>MODF'R</b> MODF'R POINTS MODF'R
CHA 7 -2 9 -1 CHARISMA 7 LEADERSHIP 9 CHARM	DAMAGE SPELL TION REDUCTION RESISTANCE	APPRAISE	INT <b>8</b> = 1 + 5 + 2
	REDUCTION RESISTANCE	X BALANCE	* DEX $4 = 4 + 0$
COMELINESS IZ BEAUTY I4 MAKE-UP			CHA $-1 = -1 + + 0$
	CONDITIONAL MODIFIERS:	X CLIMB CONCENTRATION	* STR $2 = 2 + + 0$ CON $1 = 1 + + 0$
	+ 0	X CRAFT (Poisonmaking)	INT <b>12.5</b> = 1.5 + 7 + 4
REFLEX         8         =         4         +         4         +         +         0	+ 0	X CRAFT X DECIPHER SCRIPT	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
WILLPOWER         0         =         1         +         -1         +         +         0	+ 0		CHA $0 = 0 + \mathbf{+} 0$
			INT $9 = 2 + 7 + 0$ CHA $1 = 1 + + 0$
TOTAL     BASE ATTACK BONUS       MELEE     3		X DISGUISE X ESCAPE ARTIST	CHA $1 = 1 + + 0$ * DEX $4 = 4 + + 0$
ATTACK BONUS		FIRST IMPRESSION	$\begin{array}{c} \text{COM}  1.5 = 1.5 + + 0 \\ \text{WT}  0 \end{array}$
RANGED   5   =   3	+ 2 + 0 + +	X FORGERY	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
1st 2nd 3rd 4th 1st 2nd 3rd 4th	DEX SIZE MISC TEMP	HANDLE ANIMAL	CHA = + + 0
PRIMARY WEAPON TOTAL ATTACK BONUS Socketed Short Sword +6	TOTAL DAMAGE         CRITICAL           d6 + 2         19-20 / x2	HEAL X HIDE	WIS $-1 = -1 + + 0$ * DEX <b>19</b> = 4 + 5 + 10
	ECIAL PROPERTIES	X INTIMIDATE	CHA <b>0</b> = -2 + + 2
Nil         3         Piercing         Small         Red garr           Sneak Attack = +2d6 </th <th>net adds +2 HP damage</th> <th>X JUMP KNOWLEDGE (ARCANA)</th> <th>* STR <u>-3</u> = 0 + + -3 INT = + + 0</th>	net adds +2 HP damage	X JUMP KNOWLEDGE (ARCANA)	* STR <u>-3</u> = 0 + + -3 INT = + + 0
SECONDARY WPN TOTAL ATTACK BONUS	TOTAL DAMAGE CRITICAL	KNOWLEDGE (ARCHITECTURE)	INT = + + 0
RANGE WEIGHT TYPE SIZE SPI	d4 + 0 19-20 / x2 ECIAL PROPERTIES	KNOWLEDGE (DUNGEONEERING KNOWLEDGE (GEOGRAPHY)	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
	One is filigreed; very nice.		INT = + + 0
	TOTAL DAMAGE CRITICAL	X KNOWLEDGE (LOCAL) KNOWLEDGE (NATURE)	INT 0 INT + + 0
Spiked Chain +1	2d4 + 0 x2	KNOWLEDGE (NOBILITY/ROYALT	
RANGE WEIGHT TYPE SIZE SPI	ECIAL PROPERTIES		INT = + + 0
Nil 15 Piercing Large No	t proficientyet.	KNOWLEDGE (THE PLANES)	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
YY	CHECK PNLTY MAX DEX BNS	X MOVE SILENTLY	* DEX <b>9</b> = 4 + 5 + 0
Armor of Hiding Light 2 SPELL FAILURE SPEED WEIGHT SPI	0 6 ECIAL PROPERTIES	X OPEN LOCK	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
10%         30         15	+10 to Hide	X PERFORM	CHA <b>0.5</b> = 0.5 + + 0
SHIELD ARMOR BONUS WEIGHT CH	IECK PENALTY SPELL FAILURE	X PROFESSION	WIS = + + 0 DEX 4 = 4 + + 0
none 0 0	0 0%	X SEARCH	$\begin{array}{c} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 $
SPECIAL PROPERTIES		X SENSE MOTIVE X SLEIGHT OF HAND	WIS $-1 = -1 + + 0$ * DEX $10 = 3 + 7 + 0$
TOTAL ARMOR CHECK PENALTY 0		SPEAK LANGUAGE	* DEX $10 = 3 + 7 + 0$ none $= + + 0$
AMMUNITION			INT = + + 2
─────────────────────────────────────	┥┝ <del>╪╪╪╪</del> ┥┝ <del>╪╪╪╞</del>	X SPOT SURVIVAL	WIS     6     =     -1     +     7     +     0       WIS     1     =     -1     +     +     2
		x SWIM	** STR <b>6</b> = 2 + 4 + 0
	┥┝┿┿┿┿┥┝┿┿┿┿	X TUMBLE X USE MAGIC DEVICE	* DEX = + + 0 CHA $3 = -2 + 5 + 0$
	╛╘╅┽╅┽┥		DEX $6 = 2 + 4 + 0$
	ndown, AR. Revised: 10/2003	x "x" = Class Skill; else 2 SP / rank. White box =	=++0

Lorenvale		Drew			SPECIAL	ABILITIES / FEATS	SPE	LLS P	REPAR	ED
CAMPAIGN				Improved Initiativ	e +4 to initiative roll	0-LVL:				
7,450 /		7,450 10,00	)0	ŝ		May use poisons without fear of poisoning yourself				
	TI-CLASS)	TOTAL NEXT LE		ΕΑΤ		Use DEX bns instead of STR to hit with				
	GE	AR		ш	·	light wpn, rapier, whip or chain	1ST:			
ITEM	UT.	ITEM	WI	A R D						
Socketed Short Sword	3	Normal Clothes & winter cloak		ANDA						
_				⊢	-					
Dagger	2	Fancy Set of Clothes		S S			2ND:			
Spiked Chain	15		_							
Armor of Hiding	15			_	Speak Attack	Extra 2d6 to foes denied DEX bns or				
none	0				Sneak Attack	flanked; ranged w/in 30' Seach to find traps w/DC >20; Disable	3RD:			
					Trapfinding	Device to bypass mgk traps Take NO damage on successful Reflex				
		Grappling Hook	4		Evasion	save, full damage if failed +1 to Reflex saves vs. traps & +1 to AC				
		Rope, hemp [50 ft] OO	10	,	Trap Sense	vs. trap attacks	4711			
					Uncanny Dodge	Retain DEX bonus (if any) when flat- footed or vs. invisible foes	4TH:			
		Backpack (black / thin)	2	-s						_
		App. of Wasp Poison	_							
		Thieves' Tools	1	BILITI			5TH:			
		Flint & Steel		~ ~ ~						
				S						
				Ч			6TH:			
				л С						
				LAS						
			_	-Ū			7TH:			
				_						
							8TH:			
							9TH:			
							SPELL	10%	SPELL SAVE	N
							FAILURE		SAVE	DC
			_	_			SPELL SAVE D		BASE SPELLS	В
				_	58 lb.	116 lb. 175 lb.	N/A	0-LVL	X	+ s
					LIGHT LOAD	MEDIUM LOAD HEAVY LOAD	, N/A	1ST	X	┢
					115 lb.	230 lb.575 lb.LIFT OFF GROUNDPUSH OR DRA	N/A	2ND	х	]+[
		TOTAL WEIGHT CARRIE	D 55	5		PALADIN'S TURNING CHART	N/A	3RD	х	ţ₽
		TOTAL WEIGHT	- 19	5	NO	T AVAILABLE		4711		╡┝
			13		Turning Check	Max HD of Undead Affected	N/A	4TH	X	╣╸
MONEY	/TRE	ASURE ITEMS			Up to 0	Max HD undead creature	N/A	5TH	X	╨
CP: WEIGHT					1 - 3 4 - 6	Max HD undead creature Max HD undead creature	N/A	6TH	х	+
3.4			+		7 - 9	Max HD undead creature	N/A	7TH	х	ţ₽
GP VALUE SP:			+	-	10 - 12 13 - 15	Max HD undead creature Max HD undead creature		4		╡┝
168.00					16 - 18 19 - 21	Max HD undead creature Max HD undead creature	N/A	8TH	X	┥╏╸
<sup>GP:</sup> 168					22+	Max HD undead creature Max HD undead creature	N/A	9TH	X	H
							ONE CLE	RICAL	DOMAII	NS
PP:			Τ		-	louble or more the HD of undead, re destroyed, not turned.	TWO			
Carefully prepared to exacting specifications	for endless enjo	yment by Andrew M. Trauger of Ashdown, AR.	Revised: 1	0/2003	-	<del></del>				

N/A DC MOD

+ BONUS SPELLS

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Human Ruffian       2       1       1         Gobin       2       1       -       -         Ore       1       -       -       -         Ferral Dog       sneak attack       1       1       -       -         Allip       1       1       1       -       -       -         Allip       1       1       1       -       -       -       -         Image: Allip       1       1       1       -	TYPE OF NAME				EALLO	NTOU	ODITO
Goblin         2         1            Perral Dog         sneak attack         1         1            Allip         1         1             Allip         1              Image: Sineak attack         1         1             Allip         1               Image: Sineak attack         1         1              Image: Sineak attack         1                Image: Sineak attack         1                Image: Sineak attack         1                Image: Sineak attack         1		NOTES			FALLS		CRIIS
Orc         1         1         1         1           Ferral Dog         sneak attack         1         1         1         1           Allip         1         1         1         1         1         1           Allip         1         1         1         1         1         1         1           Image: Sneak attack         1         1         1         1         1         1         1           Image: Sneak attack         1		ļ				1	ļ
Ferral Dog       sneak attack       1       1          Allip       1            Image: Strain of the stra				1			
Allip       1       1       1       1       1       1         Image: Section of the sectio	Orc						
Image: Solution of the second state	Ferral Dog	sneak attack		1			
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Total Effectiveness 57% 43% 0% 14% 0%	Gr	and Totals	7	3	0	1	0
	01			L J	, v		L -
	Total Eff	ctivones	57%	120/	0%	140/	0%
MY LIFE'S STORYSUCH AS IT IS.							070

## PARTY MEMBERS / CONTACTS

NAME OF CHARACTER / CLASS	PLAYED BY:
Blaznar / arcane monk	Cliff
Krog / half-orc brawler	Joel
Sidron Halek / fighter	John
Newton / cleric of Wee Jas	Matt
Jake / fighter	Jacob
OTHER CONTACT PERSONS	TITLE / POSITION
Blade	Thief in Lorenvale
Mayor Cantrell	mayor of Lorenvale
Jasmine Cantrell	Mayor Cantrell's beautiful daughterSelma Hayek
Big Bertha	barkeep at The Roundhouse
Capt. Buster Mandrake	captain of the guard at Lorenvale
Victor Darrusalam	Merchant in Verbobonc / apparent mastermind of abductions

## HISTORY & MISCELLANEOUS

BACKGROUND	LIFE EVENTS:			
BACKGROUND	Childhood:			
HOMELAND:	Youth:			
Climate:	Pivotal Events:			
Terrain:	Other:			
Community:	RELATIONSHIPS:			
FAMILY:	Parents:			
Economic Status:	Siblings:			
Social Standing:	Grandparents:			
Defense Readiness:	Extended Family:			
Private Ethics:	Friends:			
Public Ethics:	Enemies:			
Religious Commitment:	Instructors:			
Reputation:	EDUCATION:			
Political Views:	Childhood Instruction:			
Power Structure:	Formal Education:			
	Trade(s) Learned:			
PERSONALITY QUALITIES	& PHYSICAL DESCRIPTION			
REGIONAL TRAITS	RACIAL TRAITS			
Born: 17 Harvester 569 CY, in the Bright Lands	1 extra feat at first level			
region, in the Bright Lands	4 extra SP at 1st lvl; 1 extra SP/lvl thereafter			
Feat: Thug (+2 to Initiative; +2 to Intimidate)				
Equipment: 0				
Skill: Craft (+4 bonus)				
Initial languages = Common + racial languages + INT bonus. Ea additional language (Speak Language) = 2 Skill Points.	ch			
Regional Language: Rhopan				
Racial Language: none				
Other Languages:	Favored Class: Any			
EXTRA STORAGE:				

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