

CHARACTER BIO

Falaffel is a **19** year old, **Medium** sized, **Male Human**, with **grey** eyes and **brown** hair. He stands **5' 5"** tall and weighs **176 pounds**. His world view is **Neutral** in nature.



CHARACTER LEVEL	CLASSES and LEVELS		
3	Rogue 3		
CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
3,000	6,000	3,000	

HP TRACK	NON LETHAL										AC TRACK
----------	------------	--	--	--	--	--	--	--	--	--	----------

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE										DAMAGE REDUCTION	SPEED MOVE	MOVEMENT TYPES AND RATES									
STR	14	+2			HP POINTS 18	3d6											30										
DEX	17	+3			AC ARMOR 15	12	13	=	10	+	2	+	0	+	3	+	0	+	0	+	0		10	0	+6		
CON	15	+2																									
INT	11	+0			FORTITUDE CON +3																	BASE ATTACK +2					
WIS	11	+0			REFLEX DEX +6																	INITIATIVE MODIFIER +7 = 3 + 4					
CHA	12	+1			WILL WIS +1																						

GRAPPLE	TOTAL					SKILLS					MAX RANKS 6/3															
ATTACK BONUS	+4	=	2	+	2	+	0	+	0	+																
MELEE	+4	=	2	+	2	+	0	+	0	+																
RANGED	+5	=	2	+	3	+	0	+	0	+																

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
👉 Dagger (M/P)	2	1d4+2	19-20/x2	1
🔹 Dagger (M/P)	2	1d4+1	19-20/x2	1
👉2 Dagger (M/P)	4	1d4+2	19-20/x2	1
👉2 Rapier (M/P)	4	1d6+3	18-20/x2	2
👉2 Shortbow (M/P)		1d6	x3	2
		0 - 59 FT	60 - 119 FT	120 - 179 FT
		5	3	1
		300 - 359 FT	360 - 419 FT	420 - 479 FT
		-5	-7	-9
👉2 Unarmed strike (M/B)	4	1d3+2	x2	—
👉 — Main hand (Primary)		🔹 — Off hand (Secondary)		👉2 — Two-handed

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
Leather (M/L)	+2	+6	0	10%	30 ft	15

NAME (KEY ABILITY)	TOT	RNK	ABL	MSC
♦ Appraise (Int)	0	=	+	0
♦ Balance (Dex)*	11	=	6	+ 3 + 2
♦ Bluff (Cha)	1	=	+	1
♦ Climb (Str)*	2	=	+	2
♦ Concentration (Con)	2	=	+	2
♦ Control Shape (Wis)	0	=	+	0
♦ Diplomacy (Cha)	1	=	+	1
♦ Disable Device (Int)	8	=	6	+ 0 + 2
♦ Disguise (Cha)	1	=	+	1
♦ Escape Artist (Dex)*	9	=	6	+ 3
♦ Forgery (Int)	0	=	+	0
♦ Gather Information (Cha)	1	=	+	1
♦ Heal (Wis)	0	=	+	0
♦ Hide (Dex)*	3	=	+	3
♦ Intimidate (Cha)	1	=	+	1
♦ Jump (Str)*	10	=	6	+ 2 + 2
♦ Listen (Wis)	0	=	+	0
♦ Literacy ()	0	=	+	0
♦ Move Silently (Dex)*	3	=	+	3
♦ Open Lock (Dex)	11	=	6	+ 3 + 2
♦ Perform-Act (Cha)	1	=	+	1
♦ Perform-Comedy (Cha)	1	=	+	1
♦ Perform-Dance (Cha)	1	=	+	1
♦ Perform-Keyboard Instruments (Cha)	1	=	+	1
♦ Perform-O ratory (Cha)	1	=	+	1
♦ Perform-Percussion (Cha)	1	=	+	1
♦ Perform-Sing (Cha)	1	=	+	1
♦ Perform-Storytelling (Cha)	1	=	+	1
♦ Perform-String Instruments (Cha)	1	=	+	1
♦ Perform-Wind Instruments (Cha)	1	=	+	1
♦ Remote View (Int)	0	=	+	0
♦ Ride (Dex)	3	=	+	3
♦ Search (Int)	6	=	6	+ 0
♦ Sense Motive (Wis)	0	=	+	0
♦ Sleight of Hand (Dex)*	9	=	6	+ 3
♦ Spot (Wis)	1	=	+	1
♦ Survival (Wis)	0	=	+	0
♦ Swim (Str)*	2	=	+	2
♦ Tumble (Dex)*	11	=	6	+ 3 + 2
♦ Use Magic Device (Cha)	6	=	5	+ 1
♦ Use Rope (Dex)	5	=	+	3 + 2

♦ Can be used untrained * Armor Check penalty ** -1 per 5 lbs gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
◆ Leather	10 g	1	15	♣ Arrows (50)	3 g	1	7½
☒ Backpack	2 g	1	2	♣ Dagger	2 g	2	2
☒ Blanket, winter	5 s	1	(3)	♣ Rapier	20 g	1	2
☒ Coin: gp (2692)	2,692 g	1	(53.8)	♣ Shortbow	30 g	1	2
☒ Cold weather outfit	8 g	1	7				
☒ Crowbar	2 g	1	5				
☒ Rope, silk (50 ft.)	10 g	1	5				
☒ Sack (3)	3 s	1	1½				

Thieves' tools, Masterwork

100 g 1 1

CARRIED WEIGHT	1-58	59-116	117-175	175	350	875
50 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG

◆ Armor ✧ Gem | Art ☒ Goods ⌚ Potion ○ Ring ⚓ Rod
 Ⓞ Scroll ✦ Shield ⚔ Staff ✒ Wand ⚔ Weapon ★ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	—	—	Proficient	—	—

Dodge — Receive a +1 dodge bonus to AC against attacks from one opponent. (PH93).

Improved Initiative — You can react more quickly than normal in a fight. You get a +4 bonus on initiative checks (PH96).

Two-Weapon Fighting — Your penalties for fighting with two weapons are reduced by two (PH102).

CLASS FEATURES

- ROGUE**
- Evasion
 - Proficiency: Armor, Light
 - Proficiency: Rogue Weapons
 - Proficiency: Simple Weapons: All
 - Sneak Attack +2d6
 - Trap Sense +1
 - Trapfinding

LANGUAGES

Common

COINS

NEW COINS
GAINED IN PLAY

0 cp
0 sp