

Sparkles

Character Name
 Rogue 4
 CLASS
 4 (4) 6000 / 10000
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	18		+4		
CON Constitution	14		+2		
INT Intelligence	18		+4		
WIS Wisdom	16		+3		
CHA Charisma	20		+5		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	+1	+2	+2	+0	+0	
REFLEX (dexterity)	+10	+4	+4	+2	+0	+0	
WILL (wisdom)	+6	+1	+3	+2	+0	+0	

Conditional Save Modifiers:

+1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	+3	+0	+0	+0	0	
RANGED attack bonus	+7	+3	+4	+0	+0	0	
GRAPPLE attack bonus	+3	+3	+0	+0	+0	+0	

*Sword +2 (Short/Keen)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	17-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+9	1d6+2		2W-P-(OH)	+3 1d6+2	
1H-O	+5	1d6+2		2W-P-(OL)	+5 1d6+2	
2H	+9	1d6+2		2W-OH	+1 1d6+2	

Special Properties: Threat range doubled

Longsword from Casey +3		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+2	1d8+3		2W-P-(OH)	-4 1d8+3	
1H-O	-2	1d8+3		2W-P-(OL)	-2 1d8+3	
2H	+2	1d8+3		2W-OH	-8 1d8+3	

Special Properties: Choose between Thundering, Shock, or Fire damage, (Longsword +3)

Crossbow +2 (Light/Shock)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +9		Damage: 1d8+2		
	80 ft.	160 ft.		240 ft.		
TH	+9	+7		+5		
Dam	1d8+2	1d8+2		1d8+2		
	480 ft.	560 ft.		640 ft.		
TH	-1	-3		-5		
Dam	1d8+2	1d8+2		1d8+2		

Special Properties: +1d6 Electricity damage bestowed on ammunition

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor +2		+2		+0	0

Tabby

Player Name
 Cuniculus / Humanoid
 RACE
 0 Female
 AGE GENDER

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED									
hit points	32							Walk 50 ft.									
AC		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
armor class	20	20		18	= 10	+ 2	+ 0	+ 4	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 4
INITIATIVE		TOTAL	DEX MODIFIER	MISC MODIFIER	MISC CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST									
modifier	+8	+4	+4			0	+0	0									

Encumbrance Light

TOTAL SKILLPOINTS: 84		SKILLS		MAX RANKS: 7/3.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	5	= 4	+ 1	
✓ Balance	DEX	6	= 4	+ 2	
✓ Bluff	CHA	12	= 5	+ 7	
✓ Climb	STR	0	= 0		
✓ Concentration	CON	2	= 2		
✓ Craft (Untrained)	INT	4	= 4		
✓ Diplomacy	CHA	16	= 5	+ 7	+ 4
✓ Disguise	CHA	12	= 5	+ 7	
✓ Disguise (Act in character)	CHA	14	= 5	+ 7	+ 2
✓ Escape Artist	DEX	11	= 4	+ 7	
✓ Forgery	INT	4	= 4		
✓ Gather Information	CHA	14	= 5	+ 7	+ 2
✓ Heal	WIS	3	= 3		
✓ Hide	DEX	14	= 4	+ 10	
✓ Intimidate	CHA	7	= 5	+ 2	
✓ Jump	STR	10	= 0	+ 10	
Knowledge (Local)	INT	11	= 4	+ 7	
✓ Listen	WIS	3	= 3		
✓ Move Silently	DEX	4	= 4		
✓ Open Lock	DEX	5	= 4	+ 1	
✓ Perform (Act)	CHA	7	= 5	+ 2	
✓ Perform (Untrained)	CHA	5	= 5		
✓ Ride	DEX	4	= 4		
✓ Search	INT	11	= 4	+ 7	
✓ Sense Motive	WIS	10	= 3	+ 7	
Sleight of Hand	DEX	10	= 4	+ 4	+ 2
✓ Spot	WIS	10	= 3	+ 7	
✓ Survival	WIS	3	= 3		
✓ Survival (Find or follow tracks)	WIS	5	= 3	+ 2	
✓ Swim	STR	0	= 0		
Tumble	DEX	10	= 4	+ 6	
Use Magic Device	CHA	12	= 5	+ 7	
✓ Use Rope	DEX	4	= 4		
✓ Use Rope (Bind someone)	DEX	6	= 4	+ 2	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Inherent (AC Bonus (Luck) (+4)/ Save Bonus (Luck) (+2))	Equipped	1	0 / 0
<small>Flight Speed 60, Luck bonus to armor class of +4, Luck bonus to all saving throws of +2</small>			
Bracers of Armor +2	Equipped	1	1 / 4,000
Ring of Feather Falling	Equipped	1	0 / 2,200
Sword +2 (Short/Keen)	Equipped	1	2 / 18,310
<small>Threat range doubled</small>			
Outfit (Traveler's)	Equipped	1	5 / 0
Intrinsic (Skill Bonus (Competence) (Hide +10))	Equipped	1	0 / 0
<small>Cuniculus people have extreme senses of smell and excellent night vision, Competence bonus to selected skill of Hide +10</small>			
Handy Haversack	Equipped	1	5 / 2,000
<small>7.19 lbs., 1 Wand (Magic Missile/9th level caster), 1 Wand (Charm Person/heightened to 3rd-level spell), 3 Potion of Cure Moderate Wounds, 2 Potion of Cure Serious Wounds, 1 Wand (Light), 1 Skull Ring, 1 Sheaf of Important Looking Papers, 1 Ring of Warmth, 1 Red Griffin Signet Ring, 1 Potion of Cat's Grace, 1 Potion of Bull's Strength, 1 Longsword from Casey +3, 1 Green Poison, 1 Green Falcon Signet Ring, 1 Brass Key with Opal Embedded, 1 Black Swan Signet Ring, 1 Black Steel Key with Ebon Gemstone, 1 Silver Key from Velvet Purse, 1 Copper Key from Cloth Purse, 1 Privy Ring</small>			
Wand (Magic Missile/9th level caster)	Handy Haversack	1	0.1 / 6,750
Wand (Charm Person/heightened to 3rd-level spell)	Handy Haversack	1	0.1 / 11,250
Potion of Cure Moderate Wounds	Handy Haversack	3	0 (0) / 300 (900)
Potion of Cure Serious Wounds	Handy Haversack	2	0 (0) / 750 (1,500)
Wand (Light)	Handy Haversack	1	0.1 / 67.5
Skull Ring	Handy Haversack	1	0 / 25
<small>A ring with a monstrous skull made of silver</small>			
Sheaf of Important Looking Papers	Handy Haversack	1	3 / 15
<small>Can provide +5 to Bluff or Diplomacy rolls</small>			
Ring of Warmth	Handy Haversack	1	0 / 0
<small>Provides +10 to Survival in Cold situations and protects against frostbite</small>			
Red Griffin Signet Ring	Handy Haversack	1	0 / 0
<small>A signet ring to make a griffin imprint, marred with red wax</small>			
Potion of Cat's Grace	Handy Haversack	1	0 / 300
Potion of Bull's Strength	Handy Haversack	1	0 / 300
Longsword from Casey +3	Handy Haversack	1	4 / 18,315
<small>Choose between Thundering, Shock, or Fire damage, (Longsword +3)</small>			
Green Poison	Handy Haversack	1	0 / 0
<small>Ingestive Poison (Drug), DC 10, +4 Strength, +4 Dex, -2 Con for 3d4 hours, 3 doses</small>			
Green Falcon Signet Ring	Handy Haversack	1	0 / 0
<small>A ring with green wax and a falcon imprint</small>			
Brass Key with Opal Embedded	Handy Haversack	1	0 / 0
<small>This brass key with an opal embedded radiates some kind of unlocking magic</small>			
Black Swan Signet Ring	Handy Haversack	1	0 / 0
<small>A signet ring with a Swan on it and marred with black wax</small>			
Black Steel Key with Ebon Gemstone	Handy Haversack	1	0 / 0
<small>This black steel key with an ebon crystal embedded radiates magic.</small>			
Silver Key from Velvet Purse	Handy Haversack	1	0 / 0
<small>Silver key from the Velvet Purse</small>			
Copper Key from Cloth Purse	Handy Haversack	1	0 / 0
<small>Copper Key from Cloth Purse</small>			
Privy Ring	Handy Haversack	1	0 / 0
<small>This is one of a set of 8 Privy Rings found in the Scratchy Chest</small>			
Efficient Quiver	Equipped	1	2 / 1,800
<small>5 lbs., 1 Bolts (Crossbow/50)</small>			
Bolts (Crossbow/50)	Efficient Quiver	1	5 / 5
Crossbow +2 (Light/Shock)	Carried	1	4 / 18,335
<small>+1d6 Electricity damage bestowed on ammunition</small>			
TOTAL WEIGHT CARRIED/VALUE	14 lbs.	86,072.5gp	

WEIGHT ALLOWANCE		
Light 33	Medium 66	Heavy 100
Lift over head 100	Lift off ground 200	Push / Drag 500
MONEY		
1 x Minor Orb of the Tailor (10000) [Equipped]		
Total= 10,000 gp [Unspent Funds = 200 gp]		
MAGIC		
Languages		
Common, Dwarven, Elven, Goblin		
Other Companions		
Special Attacks		
Sneak Attack +2d6	[Wizards of the Coast - Revised (v.3.5) System Reference Document]	
Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 2d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.		
Special Qualities		
Weapon and Armor Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]	
Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.		
Trapfinding	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]	
Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.		
Evasion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]	
At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.		
Trap Sense +1 (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]	
You gain an intuitive sense that alerts you to danger from traps, giving you a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.		
Uncanny Dodge (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]	
Character retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still loses his Dexterity bonus to AC if immobilized.		
Feats		
Improved Initiative	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]	
You get a +4 bonus on initiative checks.		
Weapon Finesse	[Wizards of the Coast - Revised (v.3.5) System Reference Document]	

**Reference Document,
Feats]**

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Proficiencies

Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike

Templates

Base Race Type

Base Race Type ~ Humanoid

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Feather Fall	Transmutation	1 free action	Until landing or 1 rounds	Close (25 ft.)	RSRD:SpellsF-G

[V] **TARGET:** 1 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; **EFFECT:** Objects or creatures fall slowly. [SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object)]
* =Domain/Speciality Spell

Magic Item Spell-like Abilities

At Will Feather Fall (DC:10)

Sparkles

Cuniculus

RACE

0

AGE

Female

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Ambidextrous

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: