

Character Name			Player Name			Classes	
Ayaka Moon-Shadow			Nemesis			Rogue	2
Gender	Age	Height	Weight	Race	XP Total/Next Lvl		
Female	154 years	5 ft 6 in	121 lbs	Elf	3,000		
Hair	Eyes	Size	Deity		Alignment		
Blond	Green	Medium	Rillifane Rallathil		True Neutral		Level 2

Abilities			Temp Ability	
Ability	Score	Mod	Score	Mod
STR	11	0		0
DEX	19	4		0
CON	11	0		0
INT	16	3		0
WIS	15	2		0
CHA	8	-1		0

Statistics

	TOTAL	Base	Armor	Shield	Dex	Size	Nature	Deflect
AC	15	10	2	0	3	0		

	Base	Walk	Run	Touch AC	Flat-Foot AC
Speed	30 ft	20 ft	80 ft	13	12

Hit Dice				
6	3			
CON Bonus	0	TOTAL	9	

	TOTAL	Base	Ability	Magic	Misc	Temp
Fort (CON)	0	0	0			
Reflex (DEX)	9	3	4		2	
Will (WIS)	2	0	2			

	TOTAL	Attack	Ability	Size	Misc
Grapple (STR)	1	1	0	0	

Wounds/Current HP	Non-Lethal

Spell Resist

Base Attack Bonus		
Base	Misc	Penalty
1		

	TOTAL	Ability	Misc
Initiative	4	4	

Dmg Reduct

	Main	Second	Third	Fourth	Fifth
Melee	1	0	0	0	
Missile	5	0	0	0	

Weapons								
Name	Attack Roll	Damage Roll	Crit	Range	Weapon Type	Weight	Damage Type	Property/Size
Crossbow, Light	1d20+5	1d8	19/X2	80 ft	Simple	4.0	Piercing	Ranged, Med
Longsword	1d20+1	1d8	19/X2		Martial	4.0	Slashing	1-Hand, Med
Unarmed	1d20+1	1d3	X2		Simple		Non-Lethal	
Whip	1d20-3	1d3	X2		Exotic	2.0	Slashing	1-Hand, Med

Armor								
Name	AC Bonus	Max Dex	Penal	Speed	Type	Weight	Spell Failure	Properties
Leather Armor	2	6	0	30 ft	Light	15.0	10%	

Shield							
Name	AC Bonus	Max Dex	Penal	Weight	Spell Failure	Properties	

Notes

Explanations (Just in case you need them):

Racial Traits:

Immunity to magic sleep effects: Elves technically don't sleep.

+2 saving throw bonus against enchantment spells and effects: If an enchantment spell or effect is ever cast on you you get to add +2 to your appropriate Saving Throw (Fort, Reflex, Will) to resist it.

Low-light vision: You can see twice as far as "standard" in poor light.

"Secret door" senses: If you pass within 5 feet of a secret/concealed door you get to make a Search check as if you were actively looking for it.

Favored class: Wizard: Applies to XP penalties when multi-classing.

Class Features:

Sneak Attack: Can be used whenever an enemy is denied his DEX bonus to AC or is flanked. This extra damage is added to your regular damage for a successful attack roll. Ranged attacks can count as sneak attacks as long as you are closer than 30 feet.

Trapfinding: Can use Search skill to find any trap with a DC 20 or more.

Can use Disable Device to disarm a magic trap. If your check to disable a trap beats the DC by 10 or more, you can choose to study it, figure out how it works, and bypass it without disarming it.

5 Ranks in Use Magic Device = +2 on Spellcraft checks to decipher spells on scrolls.

