Character Name				Player Name				Classes	S
Ay	aka Moon-Shad	low	Ne		ow Nemesis		Rogue	2	
Gender	Age	Height	Weight	Ra	ce	XP Total	Next Lvl		
Female	154 years	5 ft 6 in	121 lbs	E	If		3,000		
Hair	Eyes	Size	Deity			Alignme	nt		
Blond	Green	Medium	Rillifane Ral	lathil	T	rue Neut	ral	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

	Hit Dice					
		III DICE				
6	3					
CON	CON Bonus		TOTAL	9		

Wounds/Current HP	Non-Lethal

	TOTAL	Ability	Misc
Initiative	4	4	

Sta	tic	:ti	2

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

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

	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	

Spell	Resist

_	
Dmg	Reduct

	Base Attack Bonus							
	Base		Mis	SC .	Penalty			
	1							
•		Main	Second	Third	Fourth	Fifth		
	Melee	1	0	0	0			

					Weapo	ns						
Name	Attack Roll	Damag	je Roll	Crit	Range	Weapo	n Type	Weight	Damage	е Туре	Property/Siz	
Crossbow, Light	1d20+5	10	18	19/X2	80 ft	Sim	nple	4.0	Piero	ing	Ranged, Me	
Longsword	1d20+1	10	18	19/X2		Ма	rtial	4.0	Slash	ning	1-Hand, Me	
Unarmed	1d20+1	10	13	X2		Sim	nple		Non-L	ethal		
Whip	1d20-3	10	13	X2		Exc	otic	2.0	Slash	ning	1-Hand, Me	
					Armo							
Name	AC E	Bonus	Max	Dex	Penal	Speed	Type	Weight	Spell F	ailure	Properties	
Leather Armor		2 6		3	0	30 ft	Light	15.0	10%			
					Shield	d						
Name		AC B	onus	Max Dex		Penal	Weight	Spell F	ell Failure		Properties	

Skills	IV	lax Ran	ks Clas	ss/CC:	5.0	2.5	Spell Chart					
Skill Name	TOTAL	Ability	Rank	Mod	Misc	ACP?	Sp	ellcaste	r Class:		N/A	
Appraise (UT)	3.0	INT		3			DC	Level	Per Day	Bonus	Total	Used
Balance (UT)	1.0	DEX		4		Yes	0	0			0	
Bluff (UT)	-1.0	CHA		-1			0	1			0	
Climb (UT)	-3.0	STR		0		Yes	0	2			0	
Concentration (UT)	0.0	CON		0			0	3			0	
Craft () (UT)	3.0	INT		3			0	4			0	
Craft () (UT)	3.0	INT		3			0	5			0	
Craft () (UT)	3.0	INT		3			0	6			0	
Craft () (UT)	3.0	INT		3			0	7			0	
Craft () (UT)	3.0	INT		3			0	8			0	
Decipher Script	4.0	INT	1.0	3			0	9			0	
Diplomacy (UT)	6.0	CHA	5.0	-1	2.0							
Disable Device	8.0	INT	5.0	3					Spell			
Disguise (UT)	4.0	CHA	5.0	-1				Level 0			Level 1	
Escape Artist (UT)	4.0	DEX	3.0	4		Yes						
Forgery (UT)	8.0	INT	5.0	3								
Gather Info (UT)	-1.0	CHA		-1								
Handle Animal	-1.0	CHA		-1								
Heal (UT)	2.0	WIS		2								
Hide (UT)	4.0	DEX	3.0	4		Yes						
Intimidate (UT)	-1.0	CHA		-1								
Jump (UT)	-3.0	STR		0		Yes						
Know (Arcana)	3.0	INT		3								
Know (Arc. & Eng.)	3.0	INT		3				Lavalo	1		l avral 2	
Know (Dungeon)	3.0	INT		3				Level 2			Level 3	'
Knowledge (Geo.) Know (History)	3.0	INT		3								
Knowledge (Local)	6.0	INT	3.0	3								
Know (Nature)	3.0	INT	3.0	3								
Know (Nob. & Roy.)	3.0	INT		3								
Know (Religion)	3.0	INT		3								
Know (Planes)	3.0	INT		3				Level 4			Level 5	
Listen (UT)	4.0	WIS		2	2.0							
Move Silently (UT)	4.0	DEX	3.0	4		Yes						
Open Lock	7.0	DEX	3.0	4								
Perf. () (UT)	-1.0	CHA		-1								
Perf. () (UT)	-1.0	CHA		-1								
Perf. () (UT)	-1.0	CHA		-1								
Prof. ()	2.0	WIS		2				Level 6			Level 7	•
Prof. ()	2.0	WIS		2								
Prof. ()	2.0	WIS		2								
Ride (UT)	4.0	DEX		4								
Search (UT)	5.0	INT		3	2.0							
Sense Motive (UT)	7.0	WIS	5.0	2								
Sleight of Hand	4.0	DEX	3.0	4		Yes						
Spellcraft	4.0	INT	1.0	3				Level 8			Level 9	
Spot (UT)	4.0	WIS		2	2.0							
Survival (UT)	2.0	WIS		2								
Swim (UT)	-3.0	STR	3.0	0		Double						
Tumble	1.0	DEX		4		Yes						
Use Magic Device	4.0	CHA	5.0	-1								
Use Rope (UT)	5.0	DEX	1.0	4								

Miscellaneous Gear Worn							
Item Name	Location	Qty	Weight				
Backpack	Back	1.0	2.0				
Crossbow Bolts	Shoulder	13.0	0.1				
Weight of Weapons, Armo	r, & Gear Worn:	28.3	lbs				

Inventory	Not Worn		
Item Name	Location	Qty	Weight
Bedroll	Backpack	1.0	5.0
Chalk	Backpack	10.0	0.0
Flint and Steel	Backpack	1.0	0.0
Grappling Hook	Backpack	1.0	4.0
Hammer and Chisel	Backpack	1.0	1.0
Manacles	Backpack	1.0	2.0
Rations (1 day)	Backpack	5.0	1.0
Room Key	Backpack	1.0	0.0
Rope, silk (50ft)	Backpack	1.0	5.0
Sack	Backpack	1.0	0.5
Snake		1.0	1.0
Student ID	Backpack	1.0	0.0
Thieves' Tools	Backpack	1.0	1.0
Waterskin	Backpack	1.0	4.0

Total Weight of Gear Not Worn: 28.5 lbs
Current Weight: 56.8 lbs

Load-Based Statistics (all weight in lbs)									
Light	Med	Heavy	Overhead	Off Ground		Push			
(zero to)	(light to)	(med to)	(Max Load)	(Max Load X2)		(MLX5)			
38	76	115	115	230		575			
Wear Pack?		Load	Max Dex	Penal	Speed	Run			
Yes		Med	3	-3	20 ft	80 ft			

Funds		Other Wealth
Platinum		Issued Equip. Cost:
Gold	7	114 gp, 8 sp
Silver	1	
Copper		
_		
Class Feat	ures	
Hit die: d6		
Lvl 1 skill: 8 + INT		
Skill pts/lvl: 8 +	NT mod	
Sneak Attack +		
Increases 1d6 e	very 2	
Rogue levels		
Trapfinding		
Evasion		Languages
		Common
		Elven
		Auran
		Sylvan
		Aquan

Feats	Racial Traits
Class Feats:	+2 DEX, -2 CON
Simple Weapon Prof.	Immunity to magic
Light Armor Proficiency	sleep effects.
Exotic: Hand Crossbow	+2 saving throw bonus
Martial: Rapier	against enchantment
Martial: Sap	spells and effects.
Martial: Short sword	Low-light vision
Martial: Shortbow	+2 on Listen, Search,
	and Spot.
Racial Feats:	"Secret door" senses.
Martial: Longbow	Favored class: Wizard
(including composite)	
Martial: Longsword	
Martial: Rapier	
Martial: Shortbow	
(including composite)	
Player Picked:	
Lightning Reflexes	

Appearance & Marks	Mannerisms
Height: 1.7m Weight: 55kg	Ayaka is usually very calm and quiet, spending a lot of
	time alone and thinking deeply about various things as
Ayaka is of medium height, standing at 1.7m tall	as well as being sensible and very level-headed.
and is very slim-built - extremely lithe looking - with	
brilliant green eyes, fair skin, and waist length white	What is surprising is that she is extremely open-
blond hair which she keeps out of her way in a tight	minded, and this is surprising due to the fact that she
braid. She only really wears tunics in golds, yellows,	has a dark and horrible past, that she doesn't talk
and greens, but her cloaks are always a misty grey	about;she does have a temper though, but it can take
in colour and hooded, covering her from head to toe	an awful lot to rouse it.
As for footwear she wears soft grey doeskin boots,	She can be very submissive occasionally but at the
which help in making her move even more silently	same time she is as stubborn as the proverbial mule;
than she does already. She wears no jewellery.	for example if she wants to do something then she
	will do it come hell or high water.
Places Lived in and Visited	Phobias
	<u> </u>
Friends	Enemies

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 ca
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.

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Biography	
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