C	haracter Nam	е		Playe	r Nam	е		Classes	3
	Sldent			SI	dent			Rogue	1
Gender	Age	Height	Weight	Ra	се	XP Total	/Next LvI		
Male				Half	ling		1,000		
Hair	Eyes	Size	Deity			Alignme	nt		
		Small				haotic G	ood	Level	1

	Abilities	6	Temp /	Ability
Ability	Score	Mod	Score	Mod
STR	13	1		0
DEX	15	2		0
CON	14	2		0
INT	14	2		0
WIS	16	3		0
CHA	12	1		0

		Hit Dice)	
6				
CON	Bonus	2	TOTAL	8

Wounds/Current HP	Non-Lethal

	TOTAL	Ability	Misc
Initiative	2	2	

S1	ati	sti	ce
J	.au	่อน	US

	TOTAL	Base	Armor	Shield	Dex	Size	Nature	Deflect
AC	15	10	2	1	1	1		

	Base	Walk	Run	Touch AC	Flat-Foot AC
Speed	20 ft	15 ft	45 ft	12	14

	TOTAL	Base	Ability	Magic	Misc	Temp
Fort (CON)	3	1	2			
Reflex (DEX)	5	3	2			
Will (WIS)	4	1	3			

_	TOTAL	Attack	Ability	Size	Misc
Grapple (STR)	-3	0	1	-4	

Spell	Resist

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Base Attack Bonus							
В	Base Misc Penalty						
	0	1					
	Main	Second	Third	Fourth	Fifth		
Melee		Second	Third 0	Fourth	Fifth		

						Weapo	ns				
Name	Attac	k Roll	Damag	je Roll			Weapo	n Type	Weight	Damage Type	Property/Size
Crowbar	1d2	20-2	1d6	3+1	X2		Impro	vised	5.0	Bludgeoning	
Punch Dagger	1d2	0+2	1d3	3+1	Х3		Sim	nple	0.5	Piercing	Light, Small
Short Sword	1d2	0+2	1d4	l+1	19/X2		Ма	rtial	1.0	Piercing	Light, Small
Shortbow	1d2	0+3	10	14	Х3	60 ft	Ма	rtial	1.0	Piercing	Ranged, S
Sling	1d2	0+4	1d3	3+1	X2	50 ft	Sim	nple	0.0	Bludgeoning	Ranged, S
Unarmed	1d2	0+2	1d2	2+1	X2		Sin	nple	0.0	Bludgeoning	Non-Lethal, S
						Armo					1
Name		AC B	onus	Max	Dex			Type	Weight	Spell Failure	Properties
Leather Arn	nor)		6	0	30 ft	Light	7.5	10%	Troperties
20411017111		_			-		00 10	Ligit	7.0	1070	
						Shield	d				•
Nar	ne		AC B	onus	Max	Dex	Penal	Weight	Spell F	ailure	Properties
Small Ste	el Shie	ld	,				-1	3.0	5°	%	

Skills	N	lax Ran	ks Clas	ss/CC:	4.0	2.0	Spell Chart					
Skill Name	TOTAL	Ability	Rank	Mod	Misc	ACP?	Spellcaster Class:					
Appraise (UT)	2.0	INT		2			DC	Level	Per Day	Bonus	Total	Used
Balance (UT)	-4.0	DEX		2		Yes	0	0			0	
Bluff (UT)	2.0	CHA	1.0	1			0	1			0	
Climb (UT)	-1.0	STR	2.0	1	2.0	Yes	0	2			0	
Concentration (UT)	4.0	CON	2.0	2			0	3			0	
Craft (Traps) (UT)	4.0	INT	2.0	2			0	4			0	
Craft () (UT)	2.0	INT		2			0	5			0	
Craft () (UT)	2.0	INT		2			0	6			0	
Craft () (UT)	2.0	INT		2			0	7			0	
Craft () (UT)	2.0	INT		2			0	8			0	
Decipher Script	5.0	INT	3.0	2			0	9			0	
Diplomacy (UT)	1.0	CHA		1								
Disable Device	5.0	INT	3.0	2					Spell			
Disguise (UT)	1.0	CHA		1				Level 0			Level 1	
Escape Artist (UT)	-4.0	DEX		2		Yes						
Forgery (UT)	2.0	INT	4.0	2								
Gather Info (UT)	2.0	CHA	1.0	1								
Handle Animal	2.0	CHA	1.0	1								
Heal (UT)	5.0	WIS	2.0	3								
Hide (UT)	-4.0	DEX		2		Yes						
Intimidate (UT)	1.0	CHA	2.0	1	2.0	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \						
Jump (UT)	0.0	STR	3.0	1	2.0	Yes						
Know (Arcana)	2.0	INT		2								
Know (Arc. & Eng.)	2.0	INT		2				110				
Know (Dungeon)	2.0	INT		2				Level 2			Level 3	
Knowledge (Geo.)	2.0	INT		2								
Know (History) Knowledge (Local)	3.0	INT INT	1.0	2								
Know (Nature)	3.5	INT	1.5	2								
Know (Nob. & Roy.)	2.0	INT	1.5	2								
Know (Religion)	3.0	INT	1.0	2								
Know (Planes)	2.0	INT	1.0	2				Level 4			Level 5	
Listen (UT)	7.0	WIS	2.0	3	2.0			Level	'		Level 3	'
Move Silently (UT)	0.0	DEX	2.0	2	2.0	Yes						
Open Lock	2.0	DEX	2.0	2	2.0	100						
Perf. () (UT)	1.0	CHA		1								
Perf. () (UT)	1.0	CHA		1								
Perf. () (UT)	1.0	CHA		1								
Prof. ()	3.0	WIS		3				Level 6			Level 7	
Prof. ()	3.0	WIS		3								
Prof. ()	3.0	WIS		3								
Ride (UT)	2.0	DEX		2								
Search (ÚT)	4.0	INT	2.0	2								
Sense Motive (UT)	5.0	WIS	2.0	3								
Sleight of Hand	-4.0	DEX		2		Yes						
Spellcraft	4.0	INT	2.0	2				Level 8			Level 9	
Spot (UT)	3.0	WIS		3								
Survival (UT)	4.5	WIS	1.5	3								
Swim (UT)	-11.0	STR		1		Double						
Tumble	-4.0	DEX		2		Yes						
Use Magic Device	3.0	CHA	2.0	1								
Use Rope (UT)	2.0	DEX		2								
,												

Miscellaneous Gear Worn							
Item Name	Location	Qty	Weight				
Backpack	Back	1.0					
Weight of Weapons, Armo	r, & Gear Worn:	18.0) lbs				

Inventory	Not Worn		
Item Name	Location	Qty	Weight
10-foot Pole	Backpack	1.0	8.0
Arrows	Backpack	100.0	0.2
Bedroll	Backpack	1.0	1.3
Caltrops	Backpack	1.0	2.0
Candle	Backpack	5.0	0.0
Chalk	Backpack	1.0	0.0
Common Meals	Backpack	5.0	0.0
Fishhook	Backpack	1.0	0.0
Flask	Backpack	1.0	1.5
Flint and steel	Backpack	1.0	0.0
Grappling hook	Backpack	1.0	4.0
Piton	Backpack	2.0	0.5
Sewing needle	Backpack	1.0	0.0
Shovel	Backpack	1.0	8.0
Silk Rope (50 ft.)	Backpack	1.0	5.0
Sling Bullets	Backpack	100.0	0.5
Traveler's outfit	Backpack	1.0	1.3
Whetstone	Backpack	1.0	1.0

Total Weight of Gear Not Worn: 98.0 lbs
Current Weight: 116.0 lbs

Load-Based Statistics (all weight in lbs)							
Light	Med	Heavy	Overhead	Off G	round	Push	
(zero to)	(light to)	(med to)	(Max Load)	(Max Load X2)		(MLX5)	
38	75	112	112	224		560	
Wear	Pack?	Load	Max Dex Penal Speed		Run		
Ye	es	Heavy	1	-6	15 ft	45 ft	

Funds		Other Wealth
Platinum	1	
Gold	1	
Silver	2	
Copper	8	
Class Feat	ures	
Hit die: d6		
Lvl 1 skill: 8 + INT		
Skill pts/lvl: 8 + I	NT mod	
Sneak Attack +	1d6	
Increases 1d6 e	very 2	
Rogue levels		
Trapfinding		
		Languages
		Common
		Dwarven
		Elven
		Halfling
Can use: hand cro		
rapier, sap, shoi		
and short sword		
addition to simp	le	
weapons.		

Feats	Racial Traits
Combat Casting	+2 DEX, -2 STR
Light Armor Proficiency	+1 AC, +1 Attack
Simple Weapon Prof.	+4 Hide
	+2 Climb, Jump, Move
	Silently, and Listen
	+1 Saving Throws
	+2 Save Against Fear
	+1 Attack Thrown
	Weapons and Slings
	Favored Class: Rogue
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Appearance & Marks	Mannerisms

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Discount in and Material	Disable.
Places Lived in and Visited	Phobias
Friends	Enemies

Notes

Biography
SIdent was born during great famine. SIdent grew up near the coast. he was raised by his brother named Guyeiar
on a small isle infused with magical energies. In his childhood, SIdent met the love of his live. SIdent applied to a
guild of thieves and was accepted in its ranks as a pupil. Sldent has a large number of close friends.