

Allesandro Esposito

NAME
Ftr1 Rog1 2000
CLASS EXPERIENCE
2 5000
Character Level NEXT LEVEL

Chris P.

PLAYERNAME
Human Medium
RACE SIZE
18 Male
AGE GENDER

Kairos

DEITY
5' 10" 180 lbs.
HEIGHT WEIGHT
EYES HAIR

Neutral Good

ALIGNMENT
VISION
27
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	13	+1	13	+1	13	+1

HP hit points	20	WOUNDS/CURRENT HP			
AC armor class	17	13	14	10	3
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+6	+4	+2	TOTAL DEX MODIFIER MISC MODIFIER	
BASE ATTACK bonus	+1				

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
Walk 30 ft.					
MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
	15	-1	0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+2	+2	+0	+0	+0		
REFLEX (dexterity)	+6	+2	+4	+0	+0	+0		
WILL (wisdom)	+0	+0	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+1	+1	+0	+0	+0	
RANGED attack bonus	+5	+1	+4	+0	+0	+0	
CMB attack bonus	+2	+1	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN
Offense	+2	+2	+2	+2	+2
Defense	16	16	16	16	16

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+1	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+5	1d4+1	2W-P-(OH)	+1	1d4+1	
1H-O	+5	1d4	2W-P-(OL)	+3	1d4+1	
2H	+5	1d4+1	2W-OH	+3	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+5	+3	+1	-1	-3	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

*Sword, Short		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+5	1d6+1	2W-P-(OH)	+1	1d6+1	
1H-O	+5	1d6	2W-P-(OL)	+3	1d6+1	
2H	+5	1d6+1	2W-OH	+3	1d6	

*Whip		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	20/x2	15 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+5	1d3+1	2W-P-(OH)	+1	1d3+1	
1H-O	+5	1d3	2W-P-(OL)	+3	1d3+1	
2H	+5	1d3+1	2W-OH	+1	1d3	

Special Properties Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)

*: 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
*Studded Leather	Light	+3	+5	-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	2/2
✓ Acrobatics	DEX	8	= 4	+ 2.0	+ 2
✓ Appraise	INT	2	= 2	+	+
✓ Bluff	CHA	6	= 1	+ 2.0	+ 3
✓ Climb	STR	4	= 1	+ 1.0	+ 2
✓ Craft (Paintings)	INT	6	= 2	+ 1.0	+ 3
✓ Craft (Untrained)	INT	2	= 2	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	3	= 4	+	-1
✓ Fly	DEX	3	= 4	+	-1
✓ Heal	WIS	0	= 0	+	+
✓ Intimidate	CHA	1	= 1	+	+
✓ Knowledge (Local)	INT	6	= 2	+ 1.0	+ 3
✓ Perception	WIS	5	= 0	+ 2.0	+ 3
✓ Perception (Trapfinding)	WIS	6	= 0	+ 2.0	+ 4
✓ Perform (Dance)	CHA	5	= 1	+ 1.0	+ 3
✓ Perform (Untrained)	CHA	1	= 1	+	+
✓ Profession (Gambler)	WIS	5	= 0	+ 2.0	+ 3
✓ Profession (Sailor)	WIS	4	= 0	+ 1.0	+ 3
✓ Ride	DEX	3	= 4	+	-1
✓ Sense Motive	WIS	4	= 0	+ 1.0	+ 3
✓ Stealth	DEX	7	= 4	+ 1.0	+ 2
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	4	= 1	+ 1.0	+ 2

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Artisan's Tools (Paintings)	Backpack	1	5.0	5.0
Backpack		1	2.0	2.0
<small>21 lbs., 1 Artisan's Tools (Paintings), 1 Bedroll, 1 Grappling Hook, 1 Rope (Silk/50 ft.), 2 Sunrod, 1 Waterskin, 1 Flint and Steel</small>				
Bedroll	Backpack	1	5.0	0.1
Dagger	Carried	2	1.0 (2.0)	2.0 (4.0)
Flint and Steel	Backpack	1	0.0	1.0
Grappling Hook	Backpack	1	4.0	1.0
Traveler's Outfit	Equipped	1	5.0	0.0
Potion of Cure Light Wounds	Carried	1	0.0	50.0
<small>Cures 1d8+1 points of damage</small>				
<input type="checkbox"/>				
Pouch (Belt)	Carried	1	0.5	1.0
<small>1.36 lbs., 59 Coin (Gold Piece), 9 Coin (Silver Piece)</small>				
Rope (Silk/50 ft.)	Backpack	1	5.0	10.0
<small>4 hp, DC 24 Strength check to burst</small>				
Studded Leather	Equipped	1	20.0	25.0
Sunrod	Backpack	2	1.0 (2.0)	2.0 (4.0)
<input type="checkbox"/>				
Sword, Short	Equipped	1	2.0	10.0
Waterskin	Backpack	1	0.0	1.0
<small>0 lbs.</small>				
Whip	Equipped	1	2.0	1.0
<small>Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)</small>				
TOTAL WEIGHT CARRIED/VALUE			27.86	115.1 gp
			lbs.	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
Coin (Gold Piece): 59	[Pouch (Belt)]
Coin (Silver Piece): 9	[Pouch (Belt)]
Total = 59.9 gp	

Traits	
Optimistic Gambler	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.6]
Your boundless optimism, even in the face of crushing situations, has always bolstered your spirit. Effects that grant you morale bonuses persist 1d4 rounds longer than they normally would as a result.	
Reactionary	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.4]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly.	

Special Attacks	
Sneak Attack (Ex)	[Paizo Publishing - Core Rulebook, p.68]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 1d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. 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 weapon that deals nonlethal damage, 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 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.	

Special Qualities	
Bonus Feat	[Paizo Publishing - Core Rulebook]
Humans select one extra feat at 1st level.	
Skilled	[Paizo Publishing - Core Rulebook]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Trapfinding (Ex)	[Paizo Publishing - Core Rulebook, p.68]
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	

Feats	
Exotic Weapon Proficiency (Whip)	[Paizo Publishing - Core Rulebook, p.123]
You make attack rolls with the weapon normally.	
Two-Weapon Fighting	[Paizo Publishing - Core Rulebook, p.136]
Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.	
Weapon Finesse	[Paizo Publishing - Core Rulebook, p.136]
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.	
Armor Proficiency, Heavy	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Martial Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.130]
You make attack rolls with the selected weapon normally (without the non-proficient penalty).	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	
Tower Shield Proficiency	[Paizo Publishing - Core Rulebook, p.135]
When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Whip

LANGUAGES
Ardmyrian, Common, Riss, Rothan

TEMPLATES