

**1,000 xp**

|     | Ability Score | Ability Modifier  | SAVING THROWS | ARMOR CLASS |
|-----|---------------|-------------------|---------------|-------------|
| STR | 10            | +0                | +2            | 20          |
| CON | 10            | +0                |               | AC          |
| DEX | 20            | +3                | +3            | 10          |
| INT | 12            | +1                | REF           | Flat-Footed |
| WIS | 10            | +0                | +2            | 10          |
| CHA | 10            | +0                | WILL          | Touch       |
|     | +0            | Base Attack Bonus |               |             |

**MELEE WEAPON** **Single-Handed**

| BASE ATK | STR | MAGIC | MISC | TOTAL ATK |
|----------|-----|-------|------|-----------|
| +0       | +2  |       | +1   | +3        |

|          |      |      |   |        |        |
|----------|------|------|---|--------|--------|
| CRITICAL | 1982 | TYPE | B | DAMAGE | 111514 |
|----------|------|------|---|--------|--------|

| MELEE WEAPON <u>Dagger</u> |      |     |      |       |   |        |       |           |    |  |
|----------------------------|------|-----|------|-------|---|--------|-------|-----------|----|--|
| BASE ATK                   |      | STR |      | MAGIC |   | MISC   |       | TOTAL ATK |    |  |
| +0                         |      | +   | +2   |       | + | +1     |       | =         | +3 |  |
| CRITICAL                   | 1x/2 |     | TYPE | P/S   |   | DAMAGE | 11/13 |           |    |  |

| MELEE WEAPON _____ |   |      |   |        |   |      |   |           |
|--------------------|---|------|---|--------|---|------|---|-----------|
| BASE ATK           | + | STR  | + | MAGIC  | + | MISC | = | TOTAL ATK |
|                    |   |      |   |        |   |      |   |           |
| CRITICAL           |   | TYPE |   | DAMAGE |   |      |   |           |

| RANGED WEAPON |     |     |       |       | Slight Crossbow |      |   |           |  |
|---------------|-----|-----|-------|-------|-----------------|------|---|-----------|--|
| BASE ATK      |     | DEX |       | MAGIC |                 | MISC |   | TOTAL ATK |  |
| +0            | +   | +4  | +     |       | +               | +1   | = | +5        |  |
| CRITICAL      | 198 | 2   | RANGE | 60'   | DAMAGE          | 1d6  |   |           |  |

| RANGED WEAPON |       | <u>Slaggepear</u> |      |           |     |
|---------------|-------|-------------------|------|-----------|-----|
| BASE ATK      | DEX   | MAGIC             | MISC | TOTAL ATK |     |
| +0            | +5    |                   | +1   | +6        |     |
| CRITICAL      | 19/22 | RANGE             | 20'  | DAMAGE    | 1d3 |

**AMMUNITION**

|           |                 |               |          |                     |        |
|-----------|-----------------|---------------|----------|---------------------|--------|
| Name      |                 | Race          | Halfling | Sex                 |        |
| Alignment | Chaotic Neutral | Class         | Druid    | Level               | 1      |
| Size      | S               | Size Modifier | +1       | Speed               | 30 ft. |
|           |                 |               |          | Initiative modifier | +3     |

(speed includes +10 for "Fast Movement" ability)

## HIT POINTS

Current Hit Points

Nonlethal Damage

+3 for Class and Background Skills / -5 if Untrained

Use with Class, Quest and Background Skills

Class or Background Skill

|                     | Ability Modifier | Class Level | Trained / Untrained Modifier | Misc Modifier | Armor Check Penalty |
|---------------------|------------------|-------------|------------------------------|---------------|---------------------|
| <b>QUEST SKILLS</b> |                  |             |                              |               |                     |
| Diplomacy           | ✗ +0             | 1           | +3                           |               |                     |
| Hide                | ✗ +0             | 1           | +3                           | +4            | -0                  |
| Listen              | ✗ +0             | 1           | +3                           | +2            |                     |
| Move Silently       | ✗ +0             | 1           | +3                           | +2            | -0                  |
| Search              | ✗ +2             | 1           | +3                           |               |                     |
| Spot                | ✗ +0             | 1           | +3                           |               |                     |

| Ability         | Proficiency | Check | DC | Modifier | Result           | Notes         |
|-----------------|-------------|-------|----|----------|------------------|---------------|
| Appraise        | □           | +2    | 1  | +3       | —                |               |
| Balance         | ✗           | +2    | 1  | +3       | —                |               |
| Bluff           | ✗           | +0    | 1  | +3       | —                |               |
| Climb           | ✗           | +0    | 1  | +3       | +2               | —             |
| Concentration   | ✗           | +0    | 1  | +3       | —                |               |
| Decipher Script | ✗           | +2    | 1  | +3       | —                |               |
| Disable Device  | ✗           | +2    | 1  | +3       | —                |               |
| Disguise        | ✗           | +0    | 1  | +3       | +2 (Deceitful)   |               |
| Escape Artist   | ✗           | +2    | 1  | +3       | —                |               |
| Forgery         | ✗           | +2    | 1  | +3       | +2 (Deceitful)   |               |
| Gather Info.    | ✗           | +0    | 1  | +3       | —                |               |
| Handle Animal   | ✗           | +0    | 1  | +3       | +3 (Skill focus) |               |
| Heal            | ✗           | +0    | 1  | +3       | —                |               |
| Intimidate      | ✗           | +0    | 1  | +3       | —                |               |
| Jump            | ✗           | +0    | 1  | +3       | +2               | —             |
| Open Lock       | ✗           | +2    | 1  | +3       | —                |               |
| Ride            | ✗           | +2    | 1  | +3       | —                |               |
| Sense Motive    | ✗           | +0    | 1  | +3       | —                |               |
| Sleight of Hand | ✗           | +2    | 1  | +3       | —                |               |
| Spellcraft      | ✗           | +2    | 1  | +3       | —                |               |
| Survival        | ✗           | +0    | 1  | +3       | +2 (Skill focus) |               |
| Track           | ✗           | +0    | 1  | +3       | +2 (Skill focus) |               |
| Swim            | ✗           | +0    | 1  | +3       | —                |               |
| Tumble          | ✗           | +2    | 1  | +3       | —                |               |
| Use Magic Dev.  | ✗           | +0    | 1  | +3       | —                |               |
| Use Rope        | □           | +2    | 1  | +3       | —                |               |
| Knowledge       |             |       |    |          |                  | (Skill focus) |
| Perception      | ✗           | +2    | 1  | +3       | +2 (Skill focus) |               |

Notes: "B... .."

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Add +1 to atk rolls with a thrown weapon and slings.

Add +2 to saving throws against fear.