

1,000 xp

	Ability Score	Ability Modifier	SAVING THROWS	ARMOR CLASS
STR	10	+0		18
CON	10	+0	+2	AC
DEX	10	+0		10
INT	12	+1	-3	Flat-Footed
WIS	10	+0		10
CHA	10	+0	+2	Touch
	+0		WILL	

Base Attack Bonus

MELEE WEAPON					<u>Strength</u>	
BASE ATK	STR	MAGIC	MISC	TOTAL ATK		
+0	+3		+1	+4		
CRITICAL	1d12	TYPE	B	DAMAGE	1d12d6	

MELEE WEAPON					Dagger	
BASE ATK	STR	MAGIC	MISC	TOTAL ATK		
+0	+3			+3		
CRITICAL	1x2	TYPE	PS	DAMAGE	1164	

MELEE WEAPON

BASE ATK		STR		MAGIC		MISC		TOTAL ATK
	+		+		+		=	
CRITICAL		TYPE		DAMAGE				

RANGED WEAPON		Slight Crossbow			
BASE ATK	DEX	MAGIC	MISC	TOTAL ATK	
+0	+2			+2	
CRITICAL	19/20	RANGE	60'	DAMAGE	1d6

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RANGED WEAPON					Slaggepear	
BASE ATK	DEX	MAGIC	MISC	TOTAL ATK		
+0	+3			+3		
CRITICAL	19/22	RANGE	20'	DAMAGE	1d6	

AMMUNITION

CHARACTER

Name		Race	Human	Sex	
Alignment	Chaotic Neutral	Class	Wizard	Level	1
Size	M	Size Modifier	0	Speed	30 ft.
				Initiative modifier	+2

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

HIT POINTS		(Speed includes 10 "Fast Movement" ability)
	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
10	Diplomacy	X +0	1	+3	+2	
-8	Hide	X +0	1	+3		-8
8	Listen	X +0	1	+3	+1	
-8	Move Silently	X +0	1	+3		-8
8	Search	X +2	1	+3	+1	
8	Spot	X +0	1	+3	+1	

OTHER SKILLS

2	Appraise	□	+2				
2	Balance	✗	+0	1	+3		-0
0	Bluff	✗	+0	1	+3		
0	Climb	✗	+0	1	+3		-0
0	Concentration	✗	+2	1	+3		
0	Decipher Script	✗	+2	1	+3		
0	Disable Device	✗	+2	1	+3		
+0	Disguise	✗	+0	1	+3	+2 (Deceitful)	
2	Escape Artist	✗	+0	1	+3		-0
2	Forgery	✗	+2	1	+3	+2 (Deceitful)	
0	Gather Info.	✗	+0	1	+3		
0	Handle Animal	✗	+0	1	+3	+3 (Skill focus)	
2	Heal	✗	+2	1	+3		
0	Intimidate	✗	+0	1	+3		
2	Jump	✗	+0	1	+3		-0
0	Open Lock	✗	+0	1	+3		
0	Ride	✗	+0	1	+3		-0
2	Sense Motive	✗	+2	1	+3		
0	Sleight of Hand	✗	+0	1	+3		-0
0	Spellcraft	✗	+2	1	+3		
10	Survival	✗	+2	1	+3	+2 (Skill Focus)	
+0	Track	✗	+2	1	+3	+2 (Skill Focus)	
0	Swim	✗	+0	1	+3		-02
0	Tumble	✗	+0	1	+3		-0
0	Use Magic Dev.	✗	+0	1	+3		
0	Use Rope	□	+0				
	Knowledge						(Bardic knowledge)
0	(Bardic Knowledge)	✗	+2	1	+3	+2	

Notes: "B... .."

Weapon focus: +1 "misc" attack bonus using primary melee weapon .