

Jack Dawkins

CHARACTER NAME
Rogue 3, Sorcerer 1
 CLASS
 4 / 4
 Character Level / CR
 6000 / 10000
 EXP / NEXT LEVEL

Bill

PLAYER NAME
Half-Orc
 RACE
 35
 AGE
 Medium / 5 ft.
 SIZE / FACE
 Male
 GENDER

DEITY
 REGION
 4' 0"
 HEIGHT
 83 lbs.
 WEIGHT
 None
 Neutral Evil
 ALIGNMENT
 Darkvision (60 ft.)
 VISION
 POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	9		-1		
DEX Dexterity	16		+3		
CON Constitution	10		+0		
INT Intelligence	14		+2		
WIS Wisdom	10		+0		
CHA Charisma	18		+4		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
19 hit points				Walk 20 ft.
AC armor class	19	16	13	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS

INITIATIVE	BASE ATTACK	ENCUMBRANCE
+3 modifier	+2 bonus	Medium
TOTAL	DEX MODIFIER	MISC MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+1	+1	+0	+0	+0	+0		
REFLEX (dexterity)	+6	+3	+3	+0	+0	+0		
WILL (wisdom)	+3	+3	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+2	-1	+0	+0	+0	
RANGED attack bonus	+5	+2	+3	+0	+0	+0	
GRAPPLE attack bonus	+1	+2	-1	+0	+0	+0	

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRIT / MULT	REACH
Ray	+5	As Spell	20 /x2	0 ft.

*Dart		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 20 ft.	To Hit: +3	Off-hand	P	M	20/x2	5 ft.
30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	Damage: 1d4-1	
TH	+1	+1	-1	-3	-5	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	

*: 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
*Mithral Shirt +2	Light	+6	+6	+0	10
30hp/inch and 15 hardness					

TOTAL SKILLPOINTS: 57		SKILLS			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	2	=	2	
✓ Balance	DEX	0	=	3	+ -3
✓ Bluff	CHA	14	=	4 + 7 + 3	
✓ Climb	STR	-2	=	-1	+ -1
✓ Concentration	CON	0	=	0	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	16	=	4 + 6 + 6	
✓ Disable Device	INT	8	=	2 + 6	
✓ Disguise	CHA	4	=	4	
✓ Disguise (Act in character)	CHA	6	=	4	+ 2
✓ Escape Artist	DEX	0	=	3	+ -3
✓ Forgery	INT	2	=	2	
✓ Gather Information	CHA	4	=	4	
✓ Heal	WIS	0	=	0	
✓ Hide	DEX	6	=	3 + 6 + -3	
✓ Intimidate	CHA	11	=	4 + 5 + 2	
✓ Jump	STR	-10	=	-1	+ -9
✓ Listen	WIS	8	=	0 + 6 + 2	
✓ Move Silently	DEX	6	=	3 + 6 + -3	
✓ Perform (Untrained)	CHA	4	=	4	
✓ Ride	DEX	3	=	3	
✓ Search	INT	2	=	2	
✓ Sense Motive	WIS	8	=	0 + 6 + 2	
✓ Sleight of Hand	DEX	8	=	3 + 6 + -1	
✓ Spellcraft	INT	4	=	2 + 2	
✓ Spot	WIS	2	=	0	+ 2
✓ Survival	WIS	0	=	0	
✓ Swim	STR	-7	=	-1	+ -6
✓ Use Magic Device	CHA	5	=	4 + 1	
✓ Use Rope	DEX	5	=	3	+ 2
			=	+	+
			=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dart	Equipped	1	0.5	0.5	
Dart	Equipped	1	0.5	0.5	
Mithral Shirt +2	Equipped	1	10	5,100	
<small>30hp/inch and 15 hardness</small>					
Outfit (Traveler's)	Equipped	1	5	0	
Bag of Holding Type I	Equipped	1	15	2,500	
<small>0 lbs.</small>					
Backpack	Equipped	1	2	2	
<small>0 lbs.</small>					
Bag, Coin	Equipped	1	0.2	0	
<small>0 lbs.</small>					
<small>for Robe of Useful Items.</small>					
Caltrops	Equipped	1	2	1	
Candle	Equipped	1	0	0	
<small>Duration: 1 hr., Shadowy Illumination: 5 ft.</small>					
Chalk (1 piece)	Equipped	1	0	0	
Climber's Kit	Equipped	1	5	80	
Elixir of Hiding	Equipped	1	0	250	
Elixir of Sneaking	Equipped	1	0	250	
Elixir of Vision	Equipped	1	0	250	
Flint and Steel	Equipped	1	0	1	
Lantern (Bullseye)	Equipped	1	3	12	
<small>0 lbs.</small>					
<small>Bright Illumination: 60 ft. cone, Duration: 6 hr./pint, Shadowy Illumination: 120 ft. cone</small>					
Oil (1 Pt. Flask)	Equipped	4	1 (4)	0.1 (0.4)	
Potion of Cat's Grace	Equipped	1	0	300	
Potion of Cure Moderate Wounds	Equipped	1	0	300	
Potion of Invisibility	Equipped	1	0	300	
Oil of Magic Weapon	Equipped	1	0	50	
Potion of Spider Climb	Equipped	1	0	300	
Rope (Silk/50 Ft.)	Equipped	1	5	10	
Scroll (Animate Rope)	Equipped	1	0	25	
Scroll (Cure Moderate Wounds)	Equipped	2	0 (0)	200 (400)	
Scroll (Eagle's Splendor)	Equipped	1	0	150	
Scroll (Expeditious Retreat)	Equipped	1	0	25	
Scroll (Fox's Cunning)	Equipped	1	0	150	
Scroll (Gaseous Form)	Equipped	1	0	375	
Scroll (Grease)	Equipped	1	0	25	
Scroll (Hide from Animals)	Equipped	1	0	25	
Scroll (Hide from Undead)	Equipped	1	0	25	
Scroll (Invisibility Purge)	Equipped	1	0	375	
Scroll (Knock)	Equipped	2	0 (0)	150 (300)	
Scroll (Longstrider)	Equipped	1	0	25	
Scroll (Mending)	Equipped	1	0	12.5	
TOTAL WEIGHT CARRIED/VALUE			50.66	/	
			lbs.	13,465.8	
				gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Scroll (Message)	Equipped	2	0 (0)	12.5 (25)	
Scroll (Misdirection)	Equipped	2	0 (0)	150 (300)	
Scroll (Mount)	Equipped	4	0 (0)	25 (100)	
Scroll (Obscure Object)	Equipped	2	0 (0)	150 (300)	
Scroll (Obscuring Mist)	Equipped	1	0	25	
Scroll (Open/Close)	Equipped	2	0 (0)	12.5 (25)	
Scroll (Pass Without Trace)	Equipped	2	0 (0)	25 (50)	
Scroll (Purify Food and Drink)	Equipped	3	0 (0)	12.5 (37.5)	
Scroll (Reduce Person)	Equipped	1	0	25	
Scroll (Remove Disease)	Equipped	1	0	375	
Scroll (Restoration, Lesser)	Equipped	1	0	150	
Scroll (See Invisibility)	Equipped	1	0	150	
Scroll (Silent Image)	Equipped	1	0	25	
Scroll (Soften Earth and Stone)	Equipped	1	0	150	
Scroll (Undetectable Alignment)	Equipped	1	0	50	
Scroll (Unseen Servant)	Equipped	1	0	25	
Sealing Wax	Equipped	1	1	1	
Sewing Needle	Equipped	1	0	0.5	
Signal Whistle	Equipped	1	0	0.8	
Thieves' Tools	Equipped	1	1	30	
Torch	Equipped	1	1	0	
<small>Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>					
Waterskin	Equipped	1	0	1	
<small>0 lbs.</small>					
TOTAL WEIGHT CARRIED/VALUE			50.66	/	
			lbs.	13,465.8	
				gp	

WEIGHT ALLOWANCE					
Light	30	Medium	60	Heavy	90
Lift over head	90	Lift off ground	180	Push / Drag	450

LANGUAGES	
Common, Orc	

Special Attacks	
Sneak Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
<p>If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue 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 sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. A rogue can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.</p>	

Special Qualities	
Darkvision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Range 60; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Evasion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.	
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Orc Blood	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
For all effects related to race, a half-orc is considered an orc.	
Summon Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
The character can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The character chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.	
Trapfinding	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.	
Trap Sense (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.	
Weapon and Armor Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.	
Weapon and Armor Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.	

Feats	
Negotiator	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Diplomacy checks and Sense Motive checks.	
Two-Weapon Fighting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
Alertness (Granted)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Listen checks and Spot checks.	

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Sword (Short), Unarmed Strike

TEMPLATES
Base Race Type
Base Race Type ~ Humanoid

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	4	2	—	—	—	—	—	—	—	—
PER DAY	5	4	—	—	—	—	—	—	—	—

LEVEL 0

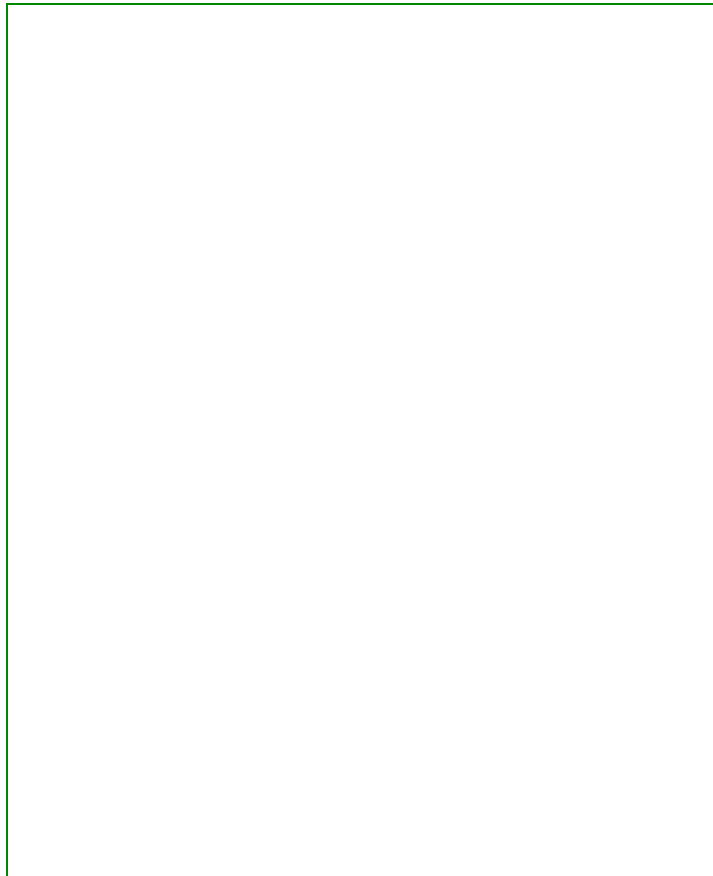
Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Arcane Mark <i>School:</i> Universal <i>Effect:</i> Inscribes a personal rune (visible or invisible).	SR: No	1 standard action	Permanent	0 ft.	V, S	RSRD: SpellsA-B.rtf
□□□□ Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	DC: 14, Will negates SR: Yes	1 standard action	1 round	Close (25 ft.)	V, S, M	RSRD: SpellsD-E.rtf
□□□□ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
□□□□ Mage Hand <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	SR: No	1 standard action	Concentration	Close (25 ft.)	V, S	RSRD: SpellsM-O.rtf

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Shield <i>School:</i> Abjuration [Force] <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	SR: No	1 standard action	1 minutes [D]	Personal	V, S	RSRD: SpellsS.rtf
□□□□ True Strike <i>School:</i> Divination <i>Effect:</i> +20 on your next attack roll.	SR: No	1 standard action	See text	Personal	V, F	RSRD: SpellsT-Z.rtf

* =Domain/Speciality Spell

Jack Dawkins



Half-Orc

RACE

35

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Evil

ALIGNMENT

Ambidextrous

DOMINANT HAND

4' 0"

HEIGHT

83 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,
HAIR

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Description:

Biography: