

# WOLFGANG NUCHEL

CHARACTER NAME: ROGUE HUMAN PLAYER: CHAOTIC NEUTRAL  
 CLASS: 7 RACE: 45 ALIGNMENT: \_\_\_\_\_ DEITY: \_\_\_\_\_  
 LEVEL: \_\_\_\_\_ SIZE: \_\_\_\_\_ AGE: \_\_\_\_\_ GENDER: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ EYES: \_\_\_\_\_ HAIR: \_\_\_\_\_



DØDEDANS - FASTAVAL 2001

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH	12	+1		
<b>DEX</b> DEXTERITY	18	+4		
<b>CON</b> CONSTITUTION	11			
<b>INT</b> INTELLIGENCE	16	+3		
<b>WIS</b> WISDOM	9			
<b>CHA</b> CHARISMA	13	+1		

<b>HP</b> HIT POINTS	<b>36</b>	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		<b>SPEED</b>	<b>30 (30)</b>
<b>AC</b> ARMOR CLASS	<b>20</b> = 10 +	<b>+4</b>	<b>+2</b>	<b>+4</b>			<b>ARMOR TYPE</b>
	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	MISC MOD	ARCANE SPELL FAILURE
<b>INITIATIVE</b> MODIFIER	<b>+8</b>	<b>+4</b>	<b>+4</b>				
	TOTAL	DEX MOD	MISC MOD				
<b>BASE ATTACK</b> BONUS	<b>+5</b>						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>						
<b>REFLEX</b> (DEXTERITY)	<b>+9</b>						
<b>WILL</b> (WISDOM)	<b>+1</b>						

MELEE	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>ATTACK BONUS</b>	<b>+6</b>	<b>+5</b>	<b>+1</b>				
RANGED	TOTAL	BASE ATTACK BONUS	DEX MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>ATTACK BONUS</b>	<b>+9</b>	<b>+5</b>	<b>+4</b>				

CROSS CLASS	SKILLS		MAX RANKS	
	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD
<input type="checkbox"/>	BALANCE		+10	+4
<input type="checkbox"/>	BLUFF		+8	+1
<input type="checkbox"/>	CLIMB		+8	+1
<input type="checkbox"/>	DISABLE DEVICE		+9	+3
<input type="checkbox"/>	ESCAPE ARTIST		+10	+4
<input type="checkbox"/>	DISGUISE		+11	+1
<input type="checkbox"/>	FORGERY		+13	+3
<input type="checkbox"/>	HIDE		+16	+4
<input type="checkbox"/>	JUMP		+11	+3
<input type="checkbox"/>	LISTEN		+9	-1
<input type="checkbox"/>	MOVE SILENTLY		+14	+4
<input type="checkbox"/>	PICK LOCK		+12	+4
<input type="checkbox"/>	SPOT		+7	-1
<input type="checkbox"/>	USE MAGIC DEVICE		+11	+3

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RAPIER		<b>+12</b>	<b>1D8+3</b>	<b>19-20 X2</b>
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES
			PIERCING	MAGICAL +2

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
COMPOSITE LONGBOW		<b>+10</b>	<b>1D8+1</b>	<b>20 X3</b>
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES
110FT				GOOD QUALITY (+1 HIT/DAM)

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	CHECK PENALTY
BLACK LEATHER ARMOR			<b>+4</b>	
MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
	10%			MAGICAL +2

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	SPELL FAILURE	CHECK PENALTY
BUCKLER		<b>+2</b>		5%	-1
SPECIAL PROPERTIES					
MASTERWORK QUALITY					

**AMMUNITION**

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**FEATS**

EXPERTISE (TAKE A PENALTY ON ATTACK AND ADD TO AC)  
 IMPROVED INITIATIVE (+4 ON INITIATIVE)  
 POINT BLANK SHOT (+1 TO HIT/DAM WHEN TARGET WITHIN 30FT)  
 WEAPON FINESSE RAPIER (USE DEX BONUS TO HIT INSTEAD OF STRENGTH)

**Special equipment**

MAGICAL RAPIER +2 (STOLEN GOODS)  
 LEATHER ARMOR OF THIEVERY +2 (ADDS +2 TO HIDE, MOVE SILENTLY)  
 COMPOSITE LONGBOW OF GOOD QUALITY (+1 TO HIT/DAM)  
 BUCKLER +1  
 POTION OF EXTRA HEALING (2D8+5)  
 RING OF FIRE RESISTANCE (RESIST NORMAL FIRE, HALF DAMAGE FROM MAGIC FIR)

**Special features**

IF YOU CATCH Foe UNAWARE (NOT ABLE YO USE DEX BONUS) YOU DO EXTRA DAMAGE OF +4D6  
 EVASION (ON AN ATTACK THAT WOULD DO HALF DAMAGE WITH A SAVE YOU TAKE NO DAMAGE IF SAVE IS SUCCESSFUL)  
 UNCANNY DODGE (RETAIN DEX BONUS TO AC, EVEN IF CAUGHT FLAT FOOTED OR ATTACKED BY INVISIBLE ATTACKER)  
 UNCANNY DODGE II (CANNOT BE FLANKED)