

Character: lea Leaf Race: Sprite Class: Rogue
 Alignment: chaotic neutral Deity: _____ Level: 11 Experience: 1 Penalty: _____
 Gender: F Age: S Size: 2'1" Height: _____ Weight: 25lbs Complexion: Tan Hair: Flamingorange Eyes: Emeraldgreen Handedness: Left



Birth / Past / Family: Home was destroyed shortly after birth. Raised by orc invaders.

Nationality / Residence: _____
 Clothing: Brown leather straps + buckles placed just so

Appearance: Fiery, has a temper.

Notes: _____

Personality / Mannerisms: _____

ABILITY SCORES			
	SCORE	MOD	TEMP SCORE / MOD
STR	11	+0	
DEX	26	+8	32 +11
CON	18	+4	24 +7
INT	18	+4	
WIS	15	+2	
CHA	18	+4	

SAVING THROWS						
	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)		3				
REF (DEX)		7				
WILL (WIS)		3				

SAVING THROW MODIFIERS

HIT POINTS		
TOTAL	CURRENT	SUBDUAL
116		

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD

LOAD					
	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L			NORM	NORM	NORM
M			+3	-3	x4
H			+1	-6	x3

SPEED	
20'	60'

ARMOR CLASS	SCORE
10	10 + 6 + 1 + 1

AC MODIFIERS:
 DR 10 cold + iron
 15 + level spell res 126

ARMOR & PROTECTION					
TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	WGT LBS
Bracers of armor	+6				

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE	SCORE

INITIATIVE MODIFIERS

ATTACK BONUSES	
	TOTAL ATTACK BONUS
MELEE (STR)	8/3
RANGED (DEX)	19/14

BASE ATTACK BONUS					
	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
	8/3	0			
	8/3	11	1	1	

ATTACK BONUS MODIFIERS	

WEAPONS								
	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT LBS	NOTES & RELATED FEATS
Blaster carbine	19/14	4d8	x2	150	M	E	9lb	Laser sight
Blaster pistol	19/14	3d8		100	S	F	3lb	Laser sight

WEAPON PROFICIENCIES
<input type="checkbox"/> ALL SIMPLE <input type="checkbox"/> ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES
 sneak attack - 6d6

lesser confusion

dancing lights

detect chaos

detect good

detect evil

detect law

detect thoughts

dispel magic

entangle

permanant image

polymorph - Once aday/self only

No flatfooted

cannot be flanked unless 4 or more rogue leads high