

Ro-Mahn

Player: Sinister Simian

Male human (Varisian) rogue 2, Grand Lodge faction - CR 1

Neutral Good Humanoid (Human); Age: **18**; Height: **5' 9"**; Weight: **160 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	11	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1 =		+1				
REFLEX (DEXTERITY)	+7 =	+3	+4				
WILL (WISDOM)	+1 =				+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+3		+4					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	13				

CM Bonus	BAB	Strength	Dexterity	Size
+2 =	+1	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
16 = 10	+1	+1	+4	-

Base Attack	+1	HP	15
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Initiative	Speed	Damage / Current HP
+10	30 ft	

Cold iron rapier

Main hand: **+5, 1d6+1** Crit: 18-20/x2
Both hands: **+5, 1d6+1** 1-hand, P

Dagger

Main hand: **+5, 1d4+1** Crit: 19-20/x2
Ranged: **+5, 1d4+1** Rng: 10'
Light, P/S

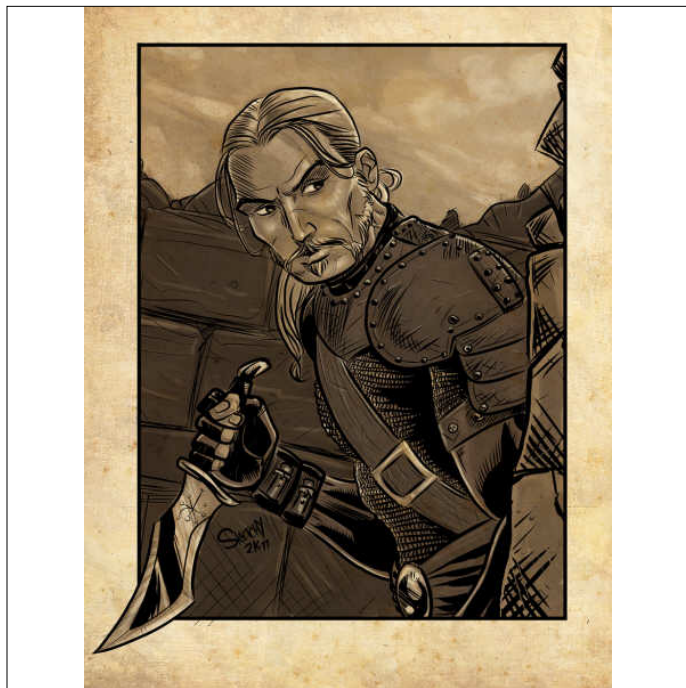
Sling

Ranged: **+5, 1d4+1** Crit: x2
Ranged, both hands: **+5, 1d4+1** Rng: 50'
1-hand, B

Unarmed strike

Main hand: **+5, 1d3+1 nonlethal** Crit: x2
Light, B, Nonlethal

Character Number: 14340 - 18



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (4)	2	
Appraise	+1	INT (1)	-	
Bluff	+5	CHA (1)	1	
Climb	+4	STR (1)	1	
Diplomacy	+6	CHA (1)	2	
Disable Device	+11	DEX (4)	2	
Disguise	+1	CHA (1)	-	
Escape Artist	+8	DEX (4)	2	
Fly	+3	DEX (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	+1	CHA (1)	-	
Knowledge (dungeoneering)	+5	INT (1)	1	
Knowledge (local)	+5	INT (1)	1	
Linguistics	+5	INT (1)	1	
Perception	+5	WIS (0)	2	
Trapfinding: +1 to locate traps				
Ride	+3	DEX (4)	-	
Sense Motive	+4	WIS (0)	1	
Sleight of Hand	+7	DEX (4)	1	
Stealth	+7	DEX (4)	1	
Survival	+0	WIS (0)	-	
Swim	+0	STR (1)	-	
Use Magic Device	+6	CHA (1)	2	

