

Voltarol

Character Name
Rogue 7, Assassin 1
CLASS
8 (8) 33700 / 36000
Character Level (CR) EXP/NEXT LEVEL

Chappie

Player Name
Elf (High) / Humanoid
RACE
117 Male
AGE GENDER

Ehlonna

Deity
Medium / 5 ft.
SIZE / FACE
Blue
EYES

None

Region
5' 5" / 97 lbs.
HEIGHT / WEIGHT
Blue
HAIR

Chaotic Evil

Alignment
Low-Light
VISION
Points



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	20		+5		
CON Constitution	11		+0		
INT Intelligence	14		+2		
WIS Wisdom	13		+1		
CHA Charisma	13		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+2	+2	+0	+0	+0	+0	
REFLEX (dexterity)	+12	+7	+5	+0	+0	+0	
WILL (wisdom)	+3	+2	+1	+0	+0	+0	

Conditional Save Modifiers:
+2 racial saving throw bonus against enchantment spells or effects.
+2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	+5	+3	+0	+0	+0	
RANGED attack bonus	+10	+5	+5	+0	+0	+0	
GRAPPLE attack bonus	+8	+5	+3	+0	+0	+0	

*Vampiric Sickle +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10		1d6+5				
Special Properties: Steal 1d6 hit points, (Sickle +2)						

*Mace of Unlife +3		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11		1d8+6				
Special Properties: If it delivers the killing blow can cause victim to rise as a zombie (full round action). Controlled by wielder, up to 20HD can be controlled, (Mace +3 (Heavy))						

Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +10		Damage: 1d6		
60 ft.		120 ft.		180 ft.		
TH +10		+8		+6		
Dam 1d6		1d6		1d6		
360 ft.		420 ft.		480 ft.		
TH +0		-2		-4		
Dam 1d6		1d6		1d6		

*: 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
*Leather	Light	+2	+6	+0	10

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
hit points	44							Walk 30 ft.	
armor class	17	17	15	10	2	0	5	0	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION
INITIATIVE	+9	+5	+4			10	+0	0	
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST		
Encumbrance	Light								

TOTAL SKILLPOINTS: 106		SKILLS		MAX RANKS: 11/5.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	2	=	2	
✓ Balance	DEX	18	=	5 + 11 + 2	
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	12	=	3 + 9	
✓ Concentration	CON	0	=	0	
✓ Craft (Trapmaking)	INT	6	=	2 + 4	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	1	=	1	
✓ Disable Device	INT	4	=	2 + 2	
✓ Disguise	CHA	12	=	1 + 9 + 2	
✓ Escape Artist	DEX	9	=	5 + 4	
✓ Forgery	INT	4	=	2 + 2	
✓ Gather Information	CHA	1	=	1	
✓ Heal	WIS	1	=	1	
✓ Hide	DEX	14	=	5 + 9	
✓ Intimidate	CHA	1	=	1	
✓ Jump	STR	5	=	3 + 2	
✓ Listen	WIS	14	=	1 + 9 + 4	
✓ Move Silently	DEX	14	=	5 + 9	
✓ Open Lock	DEX	9	=	5 + 4	
✓ Perform (String Instruments)	CHA	3	=	1 + 2	
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	5	=	5	
✓ Search	INT	7	=	2 + 3 + 2	
✓ Sense Motive	WIS	5	=	1 + 4	
✓ Sleight of Hand	DEX	13	=	5 + 8	
✓ Spot	WIS	8	=	1 + 3 + 4	
✓ Survival	WIS	1	=	1	
✓ Swim	STR	3	=	3	
✓ Tumble	DEX	15	=	5 + 10	
✓ Use Magic Device	CHA	3	=	1 + 2	
✓ Use Rope	DEX	9	=	5 + 4	
			=	+ +	
			=	+ +	

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

Sword (Short)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+8			1d6+3		

Longbow						
		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +10		Damage: 1d8		
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.	
TH	+10	+8	+6	+4	+2	
Dam	1d8	1d8	1d8	1d8	1d8	
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.	
TH	+0	-2	-4	-6	-8	
Dam	1d8	1d8	1d8	1d8	1d8	

Crossbow (Hand)						
		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.	
TH	+10	+8	+6	+4	+2	
Dam	1d4	1d4	1d4	1d4	1d4	
	180 ft.	210 ft.	240 ft.	270 ft.	300 ft.	
TH	+0	-2	-4	-6	-8	
Dam	1d4	1d4	1d4	1d4	1d4	

Longsword						
		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+8			1d8+3			

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Storm Fire Ring	Equipped	1	0 / 0	
<small>Faerie fire 5/day does 1d6 damage. (Ring)</small>				
Vampiric Sickle +2	Equipped	1	2 / 8,306	
<small>Steal 1d6 hit points. (Sickle +2)</small>				
Mace of Unlife +3	Equipped	1	8 / 18,312	
<small>If it delivers the killing blow can cause victim to rise as a zombie (full round action). Controlled by wielder, up to 20HD can be controlled. (Mace +3 (Heavy))</small>				
Leather	Equipped	1	15 / 10	
Outfit (Explorer's)	Equipped	1	8 / 0	
Vanisher's Cloak	Equipped	1	0 / 0	
<small>3 charges, various invisibilities</small>				
Deck of Many Things	Equipped	1	0 / 0	
Mirror of Time Hop	Equipped	1	0.5 / 9,000	
Shortbow	Carried	1	2 / 30	
Sword (Short)	Carried	1	2 / 10	
Longbow	Carried	1	3 / 75	
Crossbow (Hand)	Carried	1	2 / 100	
Longsword	Carried	1	4 / 15	
Cape of the Mountebank	Carried	1	0 / 0	
<small>On command, this bright red and gold cape allows the wearer to use the magic of the dimension door spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.. (Cloak)</small>				
TOTAL WEIGHT CARRIED/VALUE		38.5 lbs.	35,858gp	

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150

MONEY	
Total= 0 gp	

MAGIC	
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Languages	
Common, Draconic, Elven, Gnome	

Other Companions	
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Special Attacks	
Death Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]
DC 12	
Sneak Attack +5d6	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you 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, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You 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. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a	

creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Special Qualities	
Weapon and Armor Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

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.

Trapfinding	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
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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.

Evasion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
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At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Elf Racial Traits (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
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Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

Low-Light Vision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
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You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Poison Use (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]
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Spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]
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Beginning at 1st level, an assassin gains the ability to cast a number of arcane spells. To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence bonus. When the assassin gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level. The assassin's spell list appears below. An assassin casts spells just as a bard does. Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast. An assassin

may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Trap Sense +2 (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

You gain an intuitive sense that alerts you to danger from traps, giving you a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Character retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still loses his Dexterity bonus to AC if immobilized.

Weapon and Armor Proficiency [Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]

Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Feats

Alertness [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +2 bonus on all Listen checks and Spot checks.

Deceitful [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +2 bonus on all Disguise checks and Forgery checks.

Improved Initiative [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +4 bonus on initiative checks.

Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Proficiencies

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

Templates

Base Race Type

Base Race Type ~ Humanoid

Assassin Spells

LEVEL	0	1	2	3	4
KNOWN	—	2	—	—	—
PER DAY	—	1	—	—	—

LEVEL 1 / Per Day:1 / Caster Level:1

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Disguise Self [V, S] TARGET: You; EFFECT: Changes your appearance. [SR:No]	Illusion (Glamour)	1 standard action	10 minutes [D]	Personal	RSRD:SpellsD-E
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True Strike [V, F] TARGET: You; EFFECT: +20 on your next attack roll. [SR:No]	Divination	1 standard action	See text	Personal	RSRD:SpellsT-Z

* =Domain/Speciality Spell

Voltarol

Elf (High)

RACE

117

AGE

Male

GENDER

Low-Light

VISION

Chaotic Evil

ALIGNMENT

Right

DOMINANT HAND

5' 5"

HEIGHT

97 lbs.

WEIGHT

Blue

EYE COLOUR

SKIN COLOUR

Blue,

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Ehlonna

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

