

# Omiata

NAME  
Rog10 Wwv3  
CLASS  
13  
Character Level  
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	19	+4	19	+4	19	+4
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	17	+3	17	+3	17	+3
<b>WIS</b> Wisdom	13	+1	13	+1	13	+1
<b>CHA</b> Charisma	12	+1	12	+1	12	+1

# Michael Eyde

PLAYERNAME  
Elf  
RACE  
119  
AGE  
Medium  
SIZE  
Male  
GENDER

DEITY  
4' 7"  
HEIGHT  
87 lbs.  
WEIGHT  
EYES  
HAIR

ALIGNMENT  
Chaotic Neutral  
Low-light  
VISION  
0  
POINTS

WOUNDS/CURRENT HP  
SUBDUAL DAMAGE  
DAMAGE REDUCTION  
SPEED  
Walk 30 ft.

**HP** hit points: 72

**AC** armor class: 20  
TOTAL: 20  
FLAT: 20  
TOUCH: 15  
BASE: 10  
ARMOR BONUS: +5  
SHIELD BONUS: +0  
STAT: +4  
SIZE: +0  
NATURAL: +0  
MISC: +1  
MISS CHANCE: 0

**INITIATIVE** modifier: +4  
TOTAL: +4  
DEX MODIFIER: +4  
MISC MODIFIER: +0

**BASE ATTACK** bonus: +9/+4

SAVING THROWS

ABILITY	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+4	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+14	+10	+4	+0	+0	+0		
<b>WILL</b> (wisdom)	+4	+3	+1	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+13/+8	+9/+4	+4	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d3+2	20/x2

Tymoran Crossbow of Seeking Luck	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	17-20/x2
To Hit	30 ft. +15/+10	80 ft. +15/+10	160 ft. +13/+8	240 ft. +11/+6
Dam	1d8+2	1d8+2	1d8+2	1d8+2
Special Properties	Allows use of Rapid Shot feat while using this weapon, (Crossbow +2 (Light/Keen/Seeking)), threat range doubled, veers to target negating any miss chance			

*DaggerBow +3	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	PS	M	19-20/x2
To Hit	1H-P +16	Dam 1d4+5	To Hit 2W-P-(OH) +10	Dam 1d4+5
	1H-O +12	1d4+4	2W-P-(OL) +12	1d4+5
	2H +16	1d4+5	2W-OH +8	1d4+4
To Hit	10 ft. +16/+11	20 ft. +14/+9	30 ft. +12/+7	40 ft. +10/+5
Dam	1d4+5	1d4+5	1d4+5	1d4+5
Special Properties	As a free action, may turn into a +3 Light Crossbow			

Rogue's Blade	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	PS	M	19-20/x2
To Hit	1H-P +14/+9	Dam 1d4+3	To Hit 2W-P-(OH) +8/+3	Dam 1d4+3
	1H-O +10/+5	1d4+2	2W-P-(OL) +10/+5	1d4+3
	2H +14/+9	1d4+3	2W-OH +6	1d4+2
To Hit	10 ft. +14/+9	20 ft. +12/+7	30 ft. +10/+5	40 ft. +8/+3
Dam	1d4+3	1d4+3	1d4+3	1d4+3
Special Properties	Blink uses 2/day, (Dagger +1 (Blink/Wizard/5th))			

\*: 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 (Black)	Light (Leather)	+2	+6	+0	10
*Studded Leather +2	Light (Studded Leather +2)	+5	+5	+0	15
*Ring of Protection +1		+1		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8 MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	15	= 4	+ 9.0	+ 2
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	14	= 2	+ 10.0	+ 2
✓ Concentration	CON	1	= 1	+	+
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disable Device	INT	19	= 3	+ 16.0	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	35	= 4	+ 11.0	+ 20
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	19	= 4	+ 15.0	+
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	11	= 2	+ 5.0	+ 4
✓ Listen	WIS	17	= 1	+ 14.0	+ 2
✓ Move Silently	DEX	24	= 4	+ 15.0	+ 5
✓ Open Lock	DEX	18	= 4	+ 14.0	+
✓ Ride	DEX	4	= 4	+	+
✓ Search	INT	21	= 3	+ 16.0	+ 2
✓ Sense Motive	WIS	1	= 1	+	+
✓ Sleight of Hand	DEX	8	= 4	+ 4.0	+
✓ Spot	WIS	19	= 1	+ 16.0	+ 2
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	2	= 2	+	+
✓ Tumble	DEX	20	= 4	+ 14.0	+ 2
✓ Use Magic Device	CHA	15	= 1	+ 10.0	+ 4
✓ Use Rope	DEX	4	= 4	+	+

✓: can be used untrained. X: exclusive skills

*WebWeaver (SS +3)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	PS	M	19-20/x2
	To Hit	Dam	To Hit	Dam	
1H-P	+16/+11	1d4+5	2W-P-(OH)	+10/+5	1d4+5
1H-O	+12/+7	1d4+4	2W-P-(OL)	+12/+7	1d4+5
2H	+16/+11	1d4+5	2W-OH	+8	1d4+4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
To Hit	+16/+11	+14/+9	+12/+7	+10/+5	+8/+3
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+5
Special Properties	+3 to saves vs. poison...on hit, poison (Fort DC 20) for 1d10 per round over 5 rounds, stacks up to 5 times...+2 to all saves vs. magic				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Silk <small>Call phase spider...Lifesight - touch amulet to know whether any visible creature within 30 ft. is alive, dead, undead, or construct</small>	Equipped	1	0.0	0.0	
Tymoran Crossbow of Seeking Luck <small>0 lbs. Allows use of Rapid Shot feat while using this weapon, (Crossbow +2 (Light/Keen/Seeking)), threat range doubled, veers to target negating any miss chance</small>	Carried	1	4.0	32335.0	
Backpack <small>0 lbs.</small>	Bag of Holding (Held by Cleric)	1	2.0	2.0	
Bag of Holding (Held by Cleric) <small>28 lbs., 1 Backpack, 1 Bedroll, 1 Cloak of Resistance +1, 5 Rations (Trail/Per Day), 1 Ring of X-Ray Vision, 1 Ring of Teleportation, 1 Leather (Black) (Bag of Holding (Type 4))</small>		1	0.0	10000.0	
Bedroll	Bag of Holding (Held by Cleric)	1	5.0	0.1	
Bolts, Crossbow (50)	Pouch (Belt)	1	5.0	5.0	
☐					
Boots of Elvenkind	Equipped	1	1.0	2500.0	
Chime of Opening	Pouch (Belt)	1	1.0	3000.0	
☐☐☐☐ ☐☐☐☐					
Cloak of Resistance +1	Bag of Holding (Held by Cleric)	1	1.0	1000.0	
Cloak of Slipperyness <small>(Cloak Skill Bonus (Competence) (Escape Artist +20)), Competence bonus to selected skill of Escape Artist)+20</small>	Equipped	1	0.0	40000.0	
DaggerBow +3 <small>As a free action, may turn into a +3 Light Crossbow</small>	Equipped	1	1.0	18302.0	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Glove of Storing <small>0 lbs.</small>	Equipped	1	0.0	10000.0	
Leather (Black) <small>(Leather)</small>	Bag of Holding (Held by Cleric)	1	15.0	10.0	
Manacles (Medium)	Pouch (Belt)	1	2.0	15.0	
Mirror (Small/Steel)	Pouch (Belt)	1	0.5	10.0	
Outfit (Traveler's)	Equipped	1	5.0	0.0	
Potion of Cure Light Wounds	Pouch (Belt)	1	0.0	50.0	
☐					
Pouch (Belt) <small>9.5 lbs., 1 Chime of Opening, 1 Flint and Steel, 1 Manacles (Medium), 1 Mirror (Small/Steel), 1 Potion of Cure Light Wounds, 1 Thieves' Tools (Masterwork), 1 Bolts, Crossbow (50)</small>	Carried	1	0.5	1.0	
Rations (Trail/Per Day)	Bag of Holding (Held by Cleric)	5	1.0 (5.0)	0.5 (2.5)	
☐☐☐☐☐					
Minor Ring of Energy Resistance (Fire) <small>Absorbs 10 points of Fire damage</small>	Equipped	1	0.0	2000.0	
Ring of Protection +1	Equipped	1	0.0	2000.0	
Ring of X-Ray Vision	Bag of Holding (Held by Cleric)	1	0.0	25000.0	
Ring of Teleportation <small>(Ring Teleport/Wizard/9th)</small>	Bag of Holding (Held by Cleric)	1	0.0	90000.0	
Rogue's Blade <small>Blink uses 2/day, (Dagger +1 (Blink/Wizard/5th))</small>	Carried	1	1.0	32302.0	
Studded Leather +2 <small>(Studded Leather +2)</small>	Equipped	1	20.0	4175.0	
Thieves' Tools (Masterwork) <small>(Thieves' Tools (Masterwork))</small>	Pouch (Belt)	1	1.0	100.0	
WebWeaver (SS +3) <small>+3 to saves vs. poison...on hit, poison (Fort DC 20) for 1d10 per round over 5 rounds, stacks up to 5 times...+2 to all saves vs. magic</small>	Equipped	1	1.0	18302.0	
TOTAL WEIGHT CARRIED/VALUE			38 lbs.	301112.6 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
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.
Evasion (Ex)
Immunity to magic sleep effects.
Improved Uncanny Dodge (can't be flanked except by a rogue of 14 level)
Opportunist (Ex) 1/round a rogue Atk of Op vs opponent hit by another character
Sneak Attack +6d6
Trap Sense (Ex) +3
Trapfinding

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Spring Attack	When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Weapon Focus (Sword (Short))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Light)	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	You make attack rolls with simple weapons normally.

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

LANGUAGES
Common, Draconic, Elven, Gnome, Sylvan

# Omiata

Elf
RACE
119
AGE
Male
GENDER
Low-light
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
4' 7"
HEIGHT
87 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

## Description:

Money (in bag of holding, held by Cleric):

- 4172 platinum
- 17329 gold
- 538 silver
- 101 copper

Other Items:

- Reflective Spatula
- 10 acre deed outside Daggerdale
- Rilia's Key
- 4 Emblems of the Black Rose
- Thief Mask??? (TODO ask Dave)

Webweaver

Unique Shortsword +3 - Chaotic Neutral

Sentient personality - sly but helpful. Hates Gnomes.

Glowing emerald green when Spiders are 50 ft. away

Venemous - on hit, poison (Fort DC 20) for 1d10 damage/round over 5 rounds, stacks up to 5 times

3/day, may cast Web as the 2nd level wizard spell

+3 to poison resistance and saving

+2 to all saves against magic effects

Amulet of Silk

- Call phase spider
- Character has 2 extra arms that can use daggers.
- Lifesight - touch amulet to know if any visible creature within 30 feet is alive, dead, undead, or construct

## Biography:

At L11 (WebWeaver 1), skin darkens.

At L12 (WebWeaver 2), limbs lengthen.

At L13 (WebWeaver 3), jaw unhinges. Gains bite attack (natural attack, 1d6 at melee base attack bonus).

At L13, joined the Shadow Thieves Alliance in Waterdeep

## Notes:

Character Sheet Notes: