

# Clifford Littlewood

NAME  
Rog9  
CLASS  
9  
Character Level  
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	10	+0	10	+0	10	+0
<b>DEX</b> Dexterity	20	+5	24	+7	24	+7
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	16	+3	16	+3	16	+3
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0
<b>CHA</b> Charisma	15	+2	15	+2	15	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	= +3	+3	+4	+1	+0		
<b>REFLEX</b> (dexterity)	+18	= +6	+7	+4	+1	+0		
<b>WILL</b> (wisdom)	+8	= +3	+0	+4	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+8/+3	= +6/+1	+0	+1	+1	+0	
<b>RANGED</b> attack bonus	+15/+10	= +6/+1	+7	+1	+1	+0	
<b>GRAPPLE</b> attack bonus	+3/-2	= +6/+1	+0	-4	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+15/+10	1d2	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+13/+8	1d4	2W-P-(OH)	+7/+2	1d4	
1H-O	+9/+4	1d4	2W-P-(OL)	+9/+4	1d4	
2H	+13/+8	1d4	2W-OH	+3	1d4	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+15/+10	+13/+8	+11/+6	+8/+3	+6/+1	
Dam	1d4+1	1d4+1	1d4+1	1d4	1d4	
Special Properties						

*False King's Sword +2 (Short/Parrying/Throwing)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+15/+10	1d6+2	2W-P-(OH)	+9/+4	1d6+2	
1H-O	+11/+6	1d6+2	2W-P-(OL)	+11/+6	1d6+2	
2H	+15/+10	1d6+2	2W-OH	+5	1d6+2	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+17/+12	+15/+10	+13/+8	+10/+5	+8/+3	
Dam	1d6+3	1d6+3	1d6+3	1d6+2	1d6+2	
Special Properties (Sword +2 (Short/Parrying/Throwing)), can be thrown with a range increment of 10 ft by those proficient in its use, provides a +1 insight bonus to AC and saves when wielded						

Sap		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+13/+8	1d6	2W-P-(OH)	+7/+2	1d6	
1H-O	+9/+4	1d6	2W-P-(OL)	+9/+4	1d6	
2H	+13/+8	1d6	2W-OH	+3	1d6	
Special Properties						

\*: 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
*Studded Leather +4 (Small/Landing/Shadow (Greater)) wearer takes no damage from the first 60' of a fall; target lands on feet no matter the distance of a fall, +15 competence bonus to wearer's Hide checks	Light	+7	+5	+0	15
*Amulet of Natural Armor +1		+1		+0	0

# Nick

PLAYERNAME  
Halfling  
RACE  
28  
AGE  
Small  
SIZE  
Male  
GENDER  
3' 0"  
HEIGHT  
34 lbs.  
WEIGHT  
Green  
EYES  
Red, Short  
HAIR

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>VP</b> Vitality 72	<b>WP</b> Wound Points 16		Walk 30 ft.
<b>AC</b> armor class 28	TOTAL 28	FLAT 18	TOUCH 10
<b>INITIATIVE</b> modifier +7	TOTAL +7	DEX MODIFIER +5	MISC MODIFIER +0
<b>BASE ATTACK</b> bonus +6/+1			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
✓ Appraise	INT	4	= 3	+ 1.0	+
✓ Balance	DEX	26	= 7	+ 12.0	+
✓ Bluff	CHA	9	= 2	+ 7.0	+
✓ Climb	STR	9	= 0	+ 2.0	+
✓ Concentration	CON	7	= 3	+ 4.0	+
✓ Craft (Untrained)	INT	3	= 3	+	+
Decipher Script	INT	6	= 3	+ 1.0	+
✓ Diplomacy	CHA	6	= 2	+	+
✓ Disable Device	INT	24	= 3	+ 12.0	+
✓ Disguise	CHA	5	= 2	+ 1.0	+
Disguise (Act in character)	CHA	7	= 2	+ 1.0	+
✓ Escape Artist	DEX	18	= 7	+ 6.0	+
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	13	= 2	+ 7.0	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	43	= 7	+ 12.0	+
✓ Intimidate	CHA	4	= 2	+	+
✓ Jump	STR	4	= 0	+	+
✓ Listen	WIS	19	= 0	+ 12.0	+
✓ Move Silently	DEX	31	= 7	+ 12.0	+
✓ Open Lock	DEX	28	= 7	+ 12.0	+
✓ Ride	DEX	7	= 7	+	+
✓ Search	INT	19	= 3	+ 12.0	+
✓ Sense Motive	WIS	9	= 0	+ 9.0	+
✓ Sleight of Hand	DEX	16	= 7	+ 2.0	+
✓ Spot	WIS	17	= 0	+ 12.0	+
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	0	= 0	+	+
✓ Tumble	DEX	22	= 7	+ 12.0	+
✓ Use Magic Device	CHA	8	= 2	+ 6.0	+
✓ Use Rope	DEX	8	= 7	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Shortbow +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
	30 ft.	60 ft.	120 ft.	180 ft.		240 ft.	
TH	+16/+11	+15/+10	+13/+8	+11/+6		+9/+4	
Dam	1d6+3	1d6+2	1d6+2	1d6+2		1d6+2	
Special Properties							

Sling			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.	150 ft.		200 ft.	
TH	+15/+10	+14/+9	+12/+7	+10/+5		+8/+3	
Dam	1d4+1	1d4	1d4	1d4		1d4	
Special Properties							

*Winged Dagger +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit			Dam	
1H-P	+15	1d6+2	2W-P-(OH)	+9		1d6+2	
1H-O	+11	1d6+2	2W-P-(OL)	+11		1d6+2	
2H	+15	1d6+2	2W-OH	+5		1d6+2	
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.	
TH	+17/+12	+15/+10	+13/+8	+10/+5		+8/+3	
Dam	1d6+3	1d6+3	1d6+3	1d6+2		1d6+2	
Special Properties			(Dagger +2) Make three attacks when thrown				

EQUIPMENT					
ITEM		LOCATION	QTY	WT	COST
Amulet of Natural Armor +1		Equipped	1	0.0	2000.0
Boots of Elvenkind		Equipped	1	1.0	2500.0
Bullets, Sling (10)		Efficient Quiver	1	5.0	0.1
□□□□□ □□□□□					
Cloak of Resistance +3		Equipped	1	1.0	9000.0
Dagger		Efficient Quiver	1	1.0	2.0
Efficient Quiver			1	2.0	1800.0
6 lbs., 1 Dagger, 1 Bullets, Sling (10), 1 Sling					
False King's Sword +2 (Short/Parrying/Throwing)		Equipped	1	2.0	26310.0
(Sword +2 (Short/Parrying/Throwing)), can be thrown with a range increment of 10 ft by those proficient in its use, provides a +1 insight bonus to AC and saves when wielded					
Gloves of Dexterity +4		Equipped	1	0.0	16000.0
Helmet of Size Alteration		Equipped	1	0.0	0.0
Outfit (Traveler's/Small)		Equipped	1	1.25	1.0
Ring of Ram		Carried	1	0.0	8600.0
Ring of Blinking		Equipped	1	0.0	27000.0
Sap		Carried	1	2.0	1.0
Shortbow +2		Carried	1	2.0	8330.0
0 lbs.					
Sling		Efficient Quiver	1	0.0	0.0
0 lbs.					
Studded Leather +4 (Small/Landing/Shadow (Greater))		Equipped	1	10.0	53925.0
wearer takes no damage from the first 60' of a fall; target lands on feet no matter the distance of a fall, +15 competence bonus to wearer's Hide checks					
Theo's Ring		Equipped	1	0.0	5000.0
(Ring), Deflection bonus to armor class of +1					
□					
Thieves' Tools (Steel/Masterwork/Small)		Equipped	1	0.25	100.0
Winged Dagger +2		Equipped	1	1.0	8302.0
(Dagger +2) Make three attacks when thrown					
TOTAL WEIGHT CARRIED/VALUE				19.25 lbs.	168871.1 gp

WEIGHT ALLOWANCE			
Light	25	Medium	50
Lift over head	75	Lift off ground	150
		Heavy	75
		Push / Drag	375

SPECIAL ABILITIES
+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Evasion (Ex): Take no damage on a successful Reflex save that deals half
Extra Damage die 1d6
Helmet of Size Alteration (Sp): 3/day as a move action you can Enlarge or Reduce yourself as the spell lasting 15 minutes.
Imbue Object (Sp): 1/day - Imbued Object (Thrown or fired) ignore concealment and cover
Improved Uncanny Dodge (can't be flanked except by a rogue of 13 level)
Natural Armor AC Bonus +2
Phase Object (Sp): 1/day - Imbued Object ignores obstacles (except wall of force, wall of fire or the like) negating concealment, cover and even armor modifiers
Skill Trick - Spot the Weak Point - Once per encounter, as a Standard Action, you can attempt a spot check DC [opponent#s AC] and your next attack [range 30 ft] is considered a touch attack.
Sneak Attack +5d6
To Hit Bonus +1
Trap Sense (Ex): +3 to Reflex saves and dodge bonus AC against traps
Trapfinding: Can locate traps with any DC

FEATS	
Deadeye Shot	If you ready a ranged attack to occur when an ally strikes a particular target, and your ally succeeds, that target loses his Dexterity bonus to AC against your attack.
Fleet of Foot	+10 feet bonus to ground speed
Investigator	You get a +2 bonus on all Gather Information checks and Search checks.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Quick Draw	You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).
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.
Nimble Fingers	You get a +2 bonus on all Disable Device checks and Open Lock checks.
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.

PROFICIENCIES
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LANGUAGES
Common, Dwarven, Elven, Halfling, Orc

TEMPLATES
Truename

## Notes:

### Character Sheet Notes:

For Skill Trick Bluff & Concentrate