

Clifford Littlewood

NAME
Rog10 45000
CLASS EXPERIENCE
10 55000
Character Level NEXT LEVEL

Nick

PLAYERNAME
Halfling Small
RACE SIZE
28 Male
AGE GENDER

Yondalla

DEITY
3' 0" 34 lbs.
HEIGHT WEIGHT
Green Red, Short
EYES HAIR

Neutral Good

ALIGNMENT
VISION
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	DAMAGE REDUCTION	SPEED							
STR Strength	10	+0	10	+0	10	+0	79			16		Walk 30 ft.							
DEX Dexterity	20	+5	24	+7	24	+7	34	34	23	10	7	0	5	1	4	7	15	+0	0
CON Constitution	16	+3	16	+3	16	+3													
INT Intelligence	16	+3	16	+3	16	+3													
WIS Wisdom	10	+0	10	+0	10	+0													
CHA Charisma	15	+2	15	+2	15	+2													

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+7	+7	+0	

BASE ATTACK	TOTAL
+7/+2	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	+3	+3	+6	+1	+0		
REFLEX (dexterity)	+21	+7	+7	+6	+1	+0		
WILL (wisdom)	+10	+3	+0	+6	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	+7/+2	+0	+1	+1	+0	
RANGED attack bonus	+16/+11	+7/+2	+7	+1	+1	+0	
GRAPPLE attack bonus	+4/-1	+7/+2	+0	-4	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16/+11	1d2	20/x2	5 ft.

Dagger +2 (Small/Returning)						HAND	TYPE	SIZE	CRITICAL	REACH
						Carried	PS	S	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam				
1H-P	+18/+13	1d3+2	2W-P-(OH)	+12/+7	1d3+2					
1H-O	+14/+9	1d3+2	2W-P-(OL)	+14/+9	1d3+2					
2H	+18/+13	1d3+2	2W-OH	+10	1d3+2					
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.		
TH	+20/+15	+18/+13	+16/+11	+13/+8	+11/+6					
Dam	1d3+3	1d3+3	1d3+3	1d3+2	1d3+2					
Special Properties						when thrown will return just before thrower's next turn				

*False King's Sword +2						HAND	TYPE	SIZE	CRITICAL	REACH
(Short/Parrying/Throwing)						Primary	P	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam				
1H-P	+16/+11	1d6+2	2W-P-(OH)	+10/+5	1d6+2					
1H-O	+12/+7	1d6+2	2W-P-(OL)	+12/+7	1d6+2					
2H	+16/+11	1d6+2	2W-OH	+6	1d6+2					
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.		
TH	+18/+13	+16/+11	+14/+9	+11/+6	+9/+4					
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				

*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	+16	1d6+2	2W-P-(OH)	+10	1d6+2					
1H-O	+12	1d6+2	2W-P-(OL)	+12	1d6+2					
2H	+16	1d6+2	2W-OH	+6	1d6+2					
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.		
TH	+18/+13	+16/+11	+14/+9	+11/+6	+9/+4					
Dam	1d6+3	1d6+3	1d6+3	1d6+2	1d6+2					
Special Properties						(Dagger +2) Make three attacks when thrown				

*: 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))	Light	+7	+5	+0	15
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					
*Amulet of Natural Armor +2		+2		+0	0

SKILLS						KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
SKILL NAME										MISC MODIFIER
✓	Appraise					INT	4	= 3	+ 1.0	+
✓	Balance					DEX	27	= 7	+ 13.0	+ 7
✓	Bluff					CHA	9	= 2	+ 7.0	+
✓	Climb					STR	9	= 0	+ 2.0	+ 7
✓	Concentration					CON	7	= 3	+ 4.0	+
✓	Craft (Untrained)					INT	3	= 3	+	+
	Decipher Script					INT	6	= 3	+ 1.0	+ 2
✓	Diplomacy					CHA	6	= 2	+	+ 4
✓	Disable Device					INT	23	= 3	+ 13.0	+ 7
✓	Disguise					CHA	5	= 2	+ 1.0	+ 2
	Disguise (Act in character)					CHA	7	= 2	+ 1.0	+ 4
✓	Escape Artist					DEX	19	= 7	+ 7.0	+ 5
✓	Forgery					INT	3	= 3	+	+
✓	Gather Information					CHA	13	= 2	+ 7.0	+ 4
✓	Heal					WIS	0	= 0	+	+
✓	Hide					DEX	44	= 7	+ 13.0	+ 24
✓	Intimidate					CHA	4	= 2	+	+ 2
✓	Jump					STR	4	= 0	+	+ 4
✓	Listen					WIS	20	= 0	+ 13.0	+ 7
✓	Move Silently					DEX	32	= 7	+ 13.0	+ 12
✓	Open Lock					DEX	27	= 7	+ 13.0	+ 7
✓	Ride					DEX	7	= 7	+	+
✓	Search					INT	20	= 3	+ 13.0	+ 4
✓	Sense Motive					WIS	9	= 0	+ 9.0	+
✓	Sleight of Hand					DEX	16	= 7	+ 2.0	+ 7
✓	Spot					WIS	18	= 0	+ 13.0	+ 5
✓	Survival					WIS	0	= 0	+	+
✓	Swim					STR	0	= 0	+	+
✓	Tumble					DEX	23	= 7	+ 13.0	+ 3
	Use Magic Device					CHA	9	= 2	+ 7.0	+
✓	Use Rope					DEX	8	= 7	+	+ 1
								=	+	+
								=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0
Backpack 0.25 lbs., 1 Thieves' Tools (Steel/Masterwork/Small)	Carried	1	2.0	2.0
Boots of Elvenkind	Equipped	1	1.0	2500.0
Cloak (AC Bonus (Luck) (+5)/Save Bonus (Resistance) (+5)) Luck bonus to armor class of +5, Resistance bonus to all saving throws of +5	Equipped	1	0.0	112500.0
Dagger +2 (Small/Returning) when thrown will return just before thrower's next turn	Carried	1	0.5	18302.0
Dagger +2 (Small/Returning) when thrown will return just before thrower's next turn	Efficient Quiver	1	0.5	18302.0
Efficient Quiver 0.5 lbs., 1 Dagger +2 (Small/Returning)	Carried	1	2.0	1800.0
False King's Sword +2 (Short/Parrying/Throwing) (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	Equipped	1	2.0	26310.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Helmet of Size Alteration 3/day [move action] you can Enlarge or Reduce yourself as the spell lasting 15 minutes.	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
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	Equipped	1	10.0	53925.0
Theo's Ring (Ring), Deflection bonus to armor class of +1 ☐	Equipped	1	0.0	5000.0
Thieves' Tools (Steel/Masterwork/Small)	Backpack	1	0.25	100.0
Winged Dagger +2 (Dagger +2) Make three attacks when thrown	Equipped	1	1.0	8302.0
TOTAL WEIGHT CARRIED/VALUE			18.75 lbs.	306644.0 gp

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

SPECIAL ABILITIES
+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Animate Object (Sp): 1/day for 100 minutes make a non-living object float, fly, or move at a rate of 60. Not to exceed 300 lbs.
Crippling Strike (Ex)
Evasion (Ex): Take no damage on a successful Reflex save that deals half
Extra Damage die 1d6
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 14 level)
Luck Reroll 1/day
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	+2 bonus on Gather Information and Search checks.
Point Blank Shot	+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	Draw a weapon as a free action. Draw a hidden weapon as a move action. Full attacks with thrown weapons.
Sly Fortune	Your luck helps you find the right place to move to.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Simple Weapon Proficiency	Use simple weapons normally.
Nimble Fingers	+2 bonus on Disable Device and Open Lock checks.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain, 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

LANGUAGES
Common, Dwarven, Elven, Halfling, Orc

TEMPLATES
Truename

Notes:

Character Sheet Notes:

Feat Choice = Sly Fortune (Luck)