

Clifford Littlewood

NAME
Rog10 Beg1 55000
CLASS EXPERIENCE
11 66000
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
-3
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	20	+5	24	+7	24	+7
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	15	+2	15	+2	15	+2

HP hit points	76	WOUNDS/CURRENT HP			
AC armor class	31	28	23	10	4
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+7	+7	+0		
	TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus	+7/+2				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+12	+3	+2	+6	+1	+0		
REFLEX (dexterity)	+21	+7	+7	+6	+1	+0		
WILL (wisdom)	+12	+5	+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.

*The Winged Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	PS	S	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+18/+13	1d6+2	2W-P-(OH)	+12/+7		1d6+2		
1H-O	+14/+9	1d6+2	2W-P-(OL)	+14/+9		1d6+2		
2H	+18/+13	1d6+2	2W-OH	+10		1d6+2		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+20/+15	+18/+13	+16/+11	+13/+8		+11/+6		
Dam	1d6+3	1d6+3	1d6+3	1d6+2		1d6+2		
Special Properties	(Dagger +2 (Small/Triple Throw)), weapon creates two duplicates of itself when thrown. Both the original and the duplicate weapons attack separately (at the same attack bonus)							

*False King's Sword +2				HAND	TYPE	SIZE	CRITICAL	REACH
(Short/Parrying/Throwing)				Off-hand	P	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	(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							

Dagger of Venom +1				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+15/+10	1d4+1	2W-P-(OH)	+9/+4		1d4+1		
1H-O	+11/+6	1d4+1	2W-P-(OL)	+11/+6		1d4+1		
2H	+15/+10	1d4+1	2W-OH	+5		1d4+1		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+17/+12	+15/+10	+13/+8	+10/+5		+8/+3		
Dam	1d4+2	1d4+2	1d4+2	1d4+1		1d4+1		
Special Properties	1/day poison effect [free action] Fortitude DC 14 or take 1d10 Con Damage, 1 minute later, creature must save or take another 1d10 Con Damage, (Dagger +1)							

*: 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				Light	+4	+5	+0	15
(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								
*Ring of Protection +3					+3		+0	0
*Amulet of Natural Armor +2					+2		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	14/7	MISC MODIFIER
					RANKS		
✓ Appraise	INT	4	=	3	+ 1.0	+	
✓ Balance	DEX	24	=	7	+ 13.0	+	4
✓ Bluff	CHA	9	=	2	+ 7.0	+	
✓ Climb	STR	6	=	0	+ 2.0	+	4
✓ Concentration	CON	9	=	2	+ 7.0	+	
✓ 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
✓ Escape Artist	DEX	16	=	7	+ 7.0	+	2
✓ Forgery	INT	3	=	3	+		
✓ Gather Information	CHA	13	=	2	+ 7.0	+	4
✓ Heal	WIS	0	=	0	+		
✓ Hide	DEX	42	=	7	+ 14.0	+	21
✓ Intimidate	CHA	4	=	2	+		2
✓ Jump	STR	-5	=	0	+		-5
✓ Knowledge (Arcana)	INT	5	=	3	+ 2.0	+	
✓ Listen	WIS	21	=	0	+ 14.0	+	7
✓ Move Silently	DEX	30	=	7	+ 14.0	+	9
✓ 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	13	=	7	+ 2.0	+	4
✓ Spellcraft	INT	5	=	3	+ 2.0	+	
✓ Spot	WIS	19	=	0	+ 14.0	+	5
✓ Survival	WIS	0	=	0	+		
✓ Swim	STR	-6	=	0	+		-6
✓ Tumble	DEX	20	=	7	+ 13.0	+	
✓ Use Magic Device	CHA	9	=	2	+ 7.0	+	
✓ Use Rope	DEX	8	=	7	+		1
			=	+			
			=	+			
✓: can be used untrained. X: exclusive skills							

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	1d4+2	2W-P-(OH)		+12/+7		1d4+2
1H-O	+14/+9	1d4+2	2W-P-(OL)		+14/+9		1d4+2
2H	+18/+13	1d4+2	2W-OH		+10		1d4+2
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+20/+15	+18/+13	+16/+11		+13/+8		+11/+6
Dam	1d4+3	1d4+3	1d4+3		1d4+2		1d4+2
Special Properties			when thrown will return just before thrower's next turn				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Thieves' Tools (Steel/Masterwork/Small)	Backpack	1	1.0	100.0	
Theo's Ring	Carried	1	0.0	5000.0	
(Ring), Deflection bonus to armor class of +1					
The Winged Dagger	Equipped	1	1.0	128302.0	
(Dagger +2 (Small/Triple Throw)), weapon creates two duplicates of itself when thrown. Both the original and the duplicate weapons attack separately (at the same attack bonus)					
Studded Leather +4 (Small/Landing/Shadow (Greater))	Equipped	1	20.0	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					
Ring of Ram	Carried	1	0.0	8600.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Greater Blink	Equipped	1	0.0	0.0	
As blink, without the miss chance					
Outfit (Traveler's/Small)	Equipped	1	5.0	1.0	
Helmet of Size Alteration	Equipped	1	0.0	0.0	
3/day [move action] you can Enlarge or Reduce yourself as the spell lasting 15 minutes.					
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
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					
Efficient Quiver	Carried	1	2.0	1800.0	
3 lbs., 1 Dagger +2 (Small/Returning), 2 Dagger of Venom +1					
Dagger of Venom +1	Efficient Quiver	2	1.0 (2.0)	2302.0 (4604.0)	
1/day poison effect [free action] Fortitude DC 14 or take 1d10 Con Damage, 1 minute later, creature must save or take another 1d10 Con Damage, (Dagger +1)					
Dagger +2 (Small/Returning)	Carried	1	1.0	18302.0	
when thrown will return just before thrower's next turn					
Dagger +2 (Small/Returning)	Efficient Quiver	1	1.0	18302.0	
when thrown will return just before thrower's next turn					
Cloak (AC Bonus (Luck) (+5)/Save Bonus (Resistance) (+5))	Equipped	1	0.0	112500.0	
Luck bonus to armor class of +5, Resistance bonus to all saving throws of +5					
Boots of Elvenkind	Equipped	1	1.0	2500.0	
Backpack	Carried	1	2.0	2.0	
1 lbs., 1 Thieves' Tools (Steel/Masterwork/Small)					
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0	
TOTAL WEIGHT CARRIED/VALUE			30 lbs.422248.0 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 110 minutes make a non-living object float, fly, or move at a rate of 60. Not to exceed 300 lbs.	
Armored Mage (Ex)	
Crippling Strike (Ex) (2)	
Evasion (Ex)	
Extra Damage die 1d8	
Imbue Object (Sp): 1/day - Imbued Object (Thrown or fired) ignore concealment and cover	
Improved Uncanny Dodge (can't be flanked except by a level 14 rogue)	
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 - Acrobatic Backstab - If you succeed on a Tumble check to move through an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your turn.	
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	
Trapfinding	

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).
Sly Fortune	Your luck helps you find the right place to move to.
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.
Nimble Fingers	You get a +2 bonus on all Disable Device checks and Open Lock checks.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
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.
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
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Sword Staff, Unarmed Strike

LANGUAGES
Common, Dwarven, Elven, Halfling, Orc

TEMPLATES
Truename

Beguiler Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	5	4	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dancing Lights		None	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 1	
□□□□□ Daze	13	Will negates	1 standard action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.217
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less			<i>Caster Level:</i> 1	
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Ghost Sound	13	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Figment)	PHB: pg.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 1	
□□□□□ Message		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent]	PHB: pg.253
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 1 creature/level			<i>Caster Level:</i> 1	
□□□□□ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation	PHB: pg.258
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed			<i>Caster Level:</i> 1	
□□□□□ Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 1	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Person	14	Will negates	1 standard action	1 hour/level	Close (25 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.209
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 1	
□□□□□ Color Spray	14	Will negates	1 standard action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
<i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 1	
□□□□□ Comprehend Languages		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Detect Secret Doors		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals hidden doors within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Disguise Self		None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
<i>Effect:</i> Changes your appearance.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Expeditious Retreat		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
<i>Effect:</i> Your speed increases by 30 ft.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Hypnotism	14	Will negates	1 round	2d4 rounds [D]	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.242
<i>Effect:</i> Fascinates 2d4 HD of creatures.					<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart			<i>Caster Level:</i> 1	
□□□□□ Mage Armor	14	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: pg.249
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Obscuring Mist		None	1 standard action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 1	
□□□□□ Rouse		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.123
<i>Effect:</i> Sleeping creatures wake up.					<i>Target:</i> 10-ft.-radius burst			<i>Caster Level:</i> 1	
□□□□□ Silent Image	14	Will disbelief (if interacted with)	1 standard action	Concentration	Long (440 ft.)	V,S,F	No	Illusion (Figment)	PHB: pg.279
<i>Effect:</i> Creates minor illusion of your design.					<i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]			<i>Caster Level:</i> 1	
□□□□□ Sleep	14	Will negates	1 round	1 minute/level	Medium (110 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.280
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 1	
□□□□□ Undetectable Alignment	14	Will negates (object)	1 standard action	24 hours	Close (25 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 1	
□□□□□ Whelm	14	Will negates	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.128
<i>Effect:</i> Deal 1d6 nonlethal damage plus 1d6 for every two caster levels beyond 1st [max 5d6 @ 9th].					<i>Target:</i> One living creature			<i>Caster Level:</i> 1	

* =Domain/Specialty Spell

Notes:

Character Sheet Notes:

Feat Choice = Sly Fortune (Luck)