Clifford Littlewood		Nick		Yondalla	Yondalla		
NAME		PLAYERNAME		DEITY		ALIGNMENT	
Rog10 CLASS	45000 EXPERIENCE	Halfling RACE	Small SIZE	3' 0" HEIGHT	34 lbs. WEIGHT	VISION	
10	55000	28	Male	Green	Red, Short		
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	



																		S. Marie	
ABILITY NAME	BASE	BASE	ABILITY	ABILITY	TEM	P TEMP			1410	UNDS/CURREN	ITUD 0	u DDU	AL DAMAGE		AMAGE REDUCTIO		N. Committee	SPEED	
STR	SCORE	MOD	SCORE	MOD	SCOR		VP	79		UNDS/CURREN	II HP S	OBDU	WP	16	AWAGE REDUCTIO		١٨	'alk 30	ft
Strength	10	+0	10	+0	10	+0	Vitality		4 📙		ᆜ닏	_	Wound Points					aik 50	ιι.
DEX Dexterity	20	+5	24	+7	24	+7	AC armor cla		11		25 = 10		7 + 0 + 5	1 + 4	+ 9 L	MISS	15	+0	O
CON	16	+3	16	+3	16		1	TOTAL	L FL	AT TO	JCH BAS	DE.	BONUS BONUS	SIZE NATURAL		IANCE	SPELL	CHECK	RESIST
Constitution	10	+3	10	+3	10	+3	INIT	ATIVE	+7	' = +7	+ +0				SKILLS				s 13/6.5
INT Intelligence	16	+3	16	+3	16	+3		odifier	TOTA		1		SKILL N		KEY ABILITY	SKILL MODIFIER	ABILIT MODIFIE	R RANKS	
WIS	10	+0	10	+0	10	+0	BASE	ATTACK		+7/+	2	/	Appraise		INT		= 3	+ 1.0	
Wisdom			=	=	10	10		onus		T//T		1	Balance		DEX			+ 13.0	
CHA	15	+2	15	+2	15	+2						/	Bluff		CHA		_	+ 7.0	
Ondribina							4					/	Climb		STR	-	-	+ 2.0	
SAVING 7			TOTAL	BASE SAVE	Al	BILITY I	MAGIC MISC	EPIC	TEMP	conditional m	odifiers	1	Concentration		CON		= 3	+ 4.0	
FORT)E	+13	= +3	; + -	+3 +	+6 + +1	+ +0+				1	Craft (Untrained)		INT	_	-	+	+
(55.151	itution)	•			= =							,	Decipher Script		INT		_	+ 1.0	
REF (dext	LEA terity)	•	+21	= +7	+ -	+7 +	+6 + +1	+ +0+					Diplomacy		CHA	_	_	+	+ 4
WI	LL		+10	= +3	. T.	+0 +	+6 + +1	+ +0 +					Disable Device		INT		= 3	+ 13.0	
	dom)		+10	= +3		+0 +	+0 + + 1	+ +0+				/	Disguise		CHA	-		+ 1.0	
			TOTA	۸L		BASE AT	TACK BONUS	STAT	SIZE	MISC EF	PIC TEMP		Disguise (Act in c	haracter)	CHA		= 2	+ 1.0	
MELE	ΞE		+9/+		$I_{-}\Gamma$		7/+2		+1 +		0 +	/	Escape Artist		DEX	-		+ 7.0	+ 5
attack bon	nus		13/1	_	╡╌┝		1/12	J* 10 J*	''	· · · ·	U +	1	Forgery		INT		= 3	+	+
RANG			+16/+	·11	=	+	7/+2	+ +7 +	+1 +	+1 + +	0 +	/	Gather Informatio	n	CHA	. •		+ 7.0	+ 4
GRAPI					۲ F		_, _		_		= =	/	Heal		WIS		= 0	+	+
attack bon			+4/-	1	_] = L	+	7/+2	+ +0 +	-4 +	+1 + +	-0 +	/	Hide		DEX	44	= 7	+ 13.0	+ 24
UNA	РМ	ED	l TO	TAL AT	TACK	BONUS	S DAMA	GE CF	RITICAL	L RI	EACH	/	Intimidate		CHA		= 2	+	+ 2
UIVA	VI Z IVI	בט			6/+1		1d		20/x2		5 ft.	/	Jump		STR	-	= 0	+	+ 4
-							HAND	TVDE	117E C	CRITICAL	REACH	1	Listen		WIS	20	= 0	+ 13.0	+ 7
*	The	Win	ged	Dag	ger		Primar			9-20/x2	5 ft.	/	Move Silently		DEX	32	= 7	+ 13.0	+ 12
	TOT	AL ATT	ACK BO	ONUS			1 1111101		MAGE	o zomz	0 11.		Open Lock		DEX	27	= 7	+ 13.0	+ 7
		+18	3/+13						16+2			1	Ride		DEX	7	= 7	+	+
TH .	10 ft.	_		20 ft. 8/+13			6/+11	40 ft.		50	ft. /+6	1	Search		INT	20	= 3	+ 13.0	-
T	1d6+3	_		d6+3	_		6/+11 d6+3	+13/+ 1d6+2			/+6 6+2	1	Sense Motive		WIS	9	= 0	+ 9.0	+
					rinla			ates two dup					Sleight of Hand		DEX	16	= 7	+ 2.0	+ 7
		Bo	oth the	original	and th	e duplic	ate weapons	s attack sepa	rately (a	at the same	attack	/	Spot		WIS	18	= 0	+ 13.0	+ 5
							bonus)				/	Survival		WIS	0	= 0	+	+
*F	alse	Kin	g's S	Swor	d +	2	HAND	TYPE		CRITICAL	REACH	1	Swim		STR	0	= 0	+	+
			rying/Th				Off-har	d P	M 1	9-20/x2	5 ft.		Tumble		DEX	23	= 7	+ 13.0	+ 3
			ACK BO)			I DAI	MAGE				Use Magic Device)	CHA	9	= 2	+ 7.0	+
	.01		16						16+2			1	Use Rope		DEX	8	= 7	+	+ 1
	10 ft.			20 ft.			30 ft.	40 ft.		50							=	+	+
	-18/+1	_		6/+11			14/+9	+11/+			/+4		,		-: N 1		=	+	+
	1d6+3			d6+3			d6+3	1d6+2		1d6			√ : Ci	an be used untr	amea. 🗷: exclu	isive sk	IIIS		
Special Pro	орепіе							thrown with a ht bonus to A											

				HAND						
	Dagger of Venom +1				TYPE	SIZE	CRITICAL	REACH		
				Carrie		M	19-20/x2	5 ft.		
TOTAL ATTACK BONUS				DAMAGE						
	+1:	+15/+10				1d4+1				
	10 ft.	20 ft.	30	Oft.	40	40 ft.		ft.		
TH	+17/+12	+15/+10	+1:	3/+8 +10/+		/+5	+8	/+3		
Dam	1d4+2	1d4+2	1d	d4+2 1d4+1			1d	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)										
*: 11100	non is aguinned									

*: 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	+7	+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		

	Dagger +2 (Small/Returning)				TYPE	SIZE	CRI	TICAL	REACH	
			Carried	PS	S	19-	20/x2	5 ft.		
TOTAL ATTACK BONUS				DAMAGE						
+18/+13				1d3+2						
	10 ft.	20 ft.		30 ft.		40 ft.		5	0 ft.	
TH	+20/+15	+18/+13	+	16/+11	+	13/+8		+1	1/+6	
Dam	1d3+3	1d3+3		1d3+3	1	d3+2		10	3+2	
Spe	cial Properties	when thro	own wi	II return just	before t	hrower	's nex	t turn		

	,			
EQUIPME	ENT			
ITEM	LOCATION	QTY	WT	COST
Thieves' Tools (Steel/Masterwork/Small)	Backpack	1	0.25	100.0
Theo's Ring (Ring), Deflection bonus to armor class of +1 □	Carried	1	0.0	5000.0
The Winged Dagger (Dagger +2 (Small/Triple Throw)), weapon creates two duplicates of itself when thrown. Both the original and the duplicate	Equipped	1	0.5	128302.0
weapons attack separately (at the same attack bonus) 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				
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	1.25	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.	=qa.ppoa		0.0	0.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
False King's Sword +2 (Short/Parrying/Throwing) (Sword +2 (Short/Parrying/Throwing)), can be thrown with a	Equipped	1	2.0	26310.0
range increment of 10 ft by those proficient in its use, provides a +1 insight bonus to AC and saves when wielded				
Efficient Quiver 2.5 lbs., 1 Dagger +2 (Small/Returning), 2 Dagger of Venom +1	Carried	1	2.0	1800.0
Dagger of Venom +1	Efficient Quiver	2	1.0	2302.0
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)			(2.0)	(4604.0)
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
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
Boots of Elvenkind	Equipped	1	1.0	2500.0
Backpack	Carried	1	2.0	2.0
0.25 lbs., 1 Thieves' Tools (Steel/Masterwork/Small) Amulet of Natural Armor +2	Equipped	1	0.0	8000.0
		'		
TOTAL WEIGHT CARRIED/V	ALUE		18.25 lbs.	422248.0

ITEM	LOCATION	QTY	WT	COST	Imbue Object (Sp): 1/day - In	nbued Object (
Thieves' Tools (Steel/Masterwork/Small)	Backpack	1	0.25	100.0	cover	
Theo's Ring	Carried	1	0.0	5000.0	Improved Uncanny Dodge (c	an't be flanked
(Ring), Deflection bonus to armor class of +1	Carried	'	0.0	3000.0	Luck Reroll 1/day	
Transp, Defice to the State of					Natural Armor AC Bonus +2	- h d Ob : 4 :
The Winged Dagger	Equipped	1	0.5	128302.0	Phase Object (Sp): 1/day - Ir wall of fire or the like) negatir	
(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)					Skill Trick - Acrobatic Backst an enemy's space, you can t	ab - If you succ
Studded Leather +4	Equipped	1	10.0	53925.0	attack you make against it or	your turn.
(Small/Landing/Shadow (Greater))					Skill Trick - Spot the Weak P	
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					can attempt a spot check DC considered a touch attack.	[opponent#s A
Ring of Ram	Carried	1	0.0	8600.0	Sneak Attack +5d6	
Ring of Protection +3	Equipped	1	0.0	18000.0	To Hit Bonus +1 Trap Sense (Ex): +3 to Refle	v caves and de
					Trapfinding: Can locate traps	
Ring of Greater Blink	Equipped	1	0.0	0.0	Traphilluling. Call locate traps	with any DC
As blink, without the miss chance Outfit (Traveler's/Small)	Equipped	1	1.25	1.0		FEA
,					Deadeye Shot	If you read
Helmet of Size Alteration	Equipped	1	0.0	0.0		strikes a par
3/day [move action] you can Enlarge or Reduce yourself as the spell lasting 15 minutes.						target loses attack.
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	Fleet of Foot	+10 feet bo
False King's Sword +2	Equipped	1	2.0	26310.0	Investigator	+2 bonus o
(Short/Parrying/Throwing)					Point Blank Shot	+1 bonus
(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					Precise Shot	weapons at a
Efficient Quiver	Carried	1	2.0	1800.0		opponent e
2.5 lbs., 1 Dagger +2 (Small/Returning), 2 Dagger of Venom +1					0:15	standard -4
Dagger of Venom +1 1/day poison effect [free action] Fortitude DC 14 or take 1d10	Efficient Quiver	2	1.0 (2.0)	2302.0 (4604.0)	Quick Draw	Draw a we weapon as weapons.
Con Damage, 1 minute later, creature must save or take another 1d10 Con Damage, (Dagger +1)					Sly Fortune	You can e
Dagger +2 (Small/Returning)	Carried	1	0.5	18302.0		action to rero
when thrown will return just before thrower's next turn	Efficient Quiver	1	0.5	18302.0	Armor Proficionay (Light)	You gain one
Dagger +2 (Small/Returning) when thrown will return just before thrower's next turn	Efficient Quiver	ı	0.5	10302.0	Armor Proficiency (Light)	Armor Che
Cloak (AC Bonus (Luck) (+5)/Save	Equipped	1	0.0	112500.0	Simple Weapon Proficiency Nimble Fingers	Use simple +2 bonus o
Bonus (Resistance) (+5))	240ippod		0.0	2000.0	Weapon Finesse	With a ligh
Luck bonus to armor class of +5, Resistance bonus to all saving throws of +5					Troupon i iliesse	use your De
Boots of Elvenkind	Equipped	1	1.0	2500.0		modifier on a check penalt
Backpack	Carried	1	2.0	2.0		
0.25 lbs., 1 Thieves' Tools (Steel/Masterwork/Small)						PROFICI
Amulet of Natural Armor +2	Equipped	1	0.0	0.0008		LANGU
TOTAL WEIGHT CARRIED/V	ALUE		18.25	422248.0		LANGU
			lbs.	gp	Comm	non, Dwarven,

WEIGHT ALLOWANCE

Lift off ground 150

Medium 50

H	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
T 0	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)
.0	Luck Reroll 1/day
	Natural Armor AC Bonus +2
2.0	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
5.0	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.
5.0	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.
.0	Sneak Attack +5d6
	To Hit Bonus +1
0.0	Trap Sense (Ex): +3 to Reflex saves and dodge bonus AC against traps
	I

	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	You can expend one luck reroll as an immediate action to rerolla Hide, Move Silently, or Tumble check. You gain one luck reroll per day
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.

LANGUAGES
Common, Dwarven, Elven, Halfling, Orc

TEMPLATES	
ruename	

PROFICIENCIES

Light 25

Lift over head 75

Heavy 75 Push / Drag 375

Notes:

Character Sheet Notes:

Feat Choice = Sly Fortune (Luck)