

Finegan,

NAME	PLAYERNAME	DEITY	ALIGNMENT
Rog5	Human	5' 8"	Neutral Good
CLASS	Medium	160 lbs.	
5	RACE	HEIGHT	VISION
15000	17	Grey	-1
Character Level	AGE	EYES	POINTS
NEXT LEVEL	GENDER	HAIR	

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	11	+0	11	+0	11	+0	44			14		Walk 30 ft.
DEX	19	+4	19	+4	19	+4	21	21	21	10	0	0
CON	14	+2	14	+2	14	+2				0	0	7
INT	18	+4	18	+4	18	+4				4		
WIS	12	+1	12	+1	12	+1						
CHA	14	+2	14	+2	14	+2						
AC												
INITIATIVE												
BASE ATTACK												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+3	+1	+2	+0	+0	+0		
REFLEX	+8	+4	+4	+0	+0	+0		
WILL	+2	+1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE	+3	+3	+0	+0	+0	+0	
RANGED	+7	+3	+4	+0	+0	+0	
GRAPPLE	+3	+3	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3	20/x2	5 ft.

*Sniper Bow	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x3	5 ft.
TH	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.
	+8	+7	+5	+3	+1
Dam	1d8+3	1d8+2	1d8+2	1d8+2	1d8+2
Special Properties					

Stealth Sword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+7	1d6+2				
Special Properties	Concealable				

*: 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
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Appraise	INT	11	= 4	+ 7.0	+
✓ Balance	DEX	13	= 4	+ 7.0	+ 2
✓ Bluff	CHA	9	= 2	+ 7.0	+
✓ Climb	STR	7	= 0	+ 7.0	+
Climb (Using a rope)	STR	9	= 0	+ 7.0	+ 2
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Untrained)	INT	4	= 4	+	+
Decipher Script	INT	9	= 4	+ 5.0	+
✓ Diplomacy	CHA	5	= 2	+ 1.0	+ 2
Disable Device	INT	12	= 4	+ 8.0	+
✓ Disguise	CHA	2	= 2	+	+
✓ Escape Artist	DEX	9	= 4	+ 5.0	+
Escape Artist (Escape from rope bonds)	DEX	11	= 4	+ 5.0	+ 2
✓ Forgery	INT	4	= 4	+	+
✓ Gather Information	CHA	7	= 2	+ 5.0	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	4	= 4	+	+
✓ Initiative	DEX	6	= 4	+ 2.0	+
✓ Intimidate	CHA	4	= 2	+	+ 2
✓ Jump	STR	7	= 0	+ 5.0	+ 2
✓ Listen	WIS	1	= 1	+	+
✓ Move Silently	DEX	4	= 4	+	+
Open Lock	DEX	12	= 4	+ 8.0	+
✓ Perception	WIS	12	= 1	+ 8.0	+ 3
✓ x Psychic (Mental Contact)	CHA	10	= 2	+	+ 8
✓ Ride	DEX	4	= 4	+	+
✓ Sense Motive	WIS	3	= 1	+ 2.0	+
Sleight of Hand	DEX	11	= 4	+ 5.0	+ 2
✓ Spot	WIS	1	= 1	+	+
✓ Stealth	DEX	17	= 4	+ 8.0	+ 5
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	0	= 0	+	+
Tumble	DEX	14	= 4	+ 8.0	+ 2
✓ Use Computer	INT	4	= 4	+	+
Use Magic Device	CHA	10	= 2	+ 8.0	+
Use Magic Device (Scroll)	CHA	12	= 2	+ 8.0	+ 2
✓ Use Rope	DEX	12	= 4	+ 8.0	+
Use Rope (Bind someone)	DEX	14	= 4	+ 8.0	+ 2
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Stealth Suit Outfit	Equipped	1	2.0	5.0	
Sniper Bow	Equipped	1	3.0	25600.0	
0 lbs.					
Stealth Sword	Carried	1	2.0	50335.0	
Concealable					
TOTAL WEIGHT CARRIED/VALUE			5 lbs.	75940.0	
				gp	

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

SPECIAL ABILITIES	
Evasion (Ex):	Take no damage on a successful Reflex save that deals half
Sneak Attack	+3d6
Team Bond ~	You have been bonded to your team members in a psychic and magical ritual. You cannot betray your team. Gain Psychic (Mental Contact) usable only on fellow team members.
Trap Sense (Ex):	+1 to Reflex saves and dodge bonus AC against traps
Trapfinding:	Can locate traps with any DC
Uncanny Dodge	(Dex bonus to AC)

FEATS	
Improved Diversion	You can use Bluff to create a diversion to hide as a move action. You gain a +4 bonus on Bluff checks made for this purpose.
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.
Skill Focus (Perception)	+3 bonus on all checks involving chosen skill.
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.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Simple Weapon Proficiency	Use simple weapons normally.

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

LANGUAGES
Celestial, Common, Draconic, Dwarven, Gnoll

TEMPLATES
Truename

Notes:

Character Sheet Notes: