

Finegan,

NAME	PLAYERNAME	DEITY	ALIGNMENT
Rog6	Human	5' 8"	Neutral Good
CLASS	Medium	160 lbs.	
6	RACE	HEIGHT	VISION
21000	SIZE	WEIGHT	-1
Character Level	17	Grey	POINTS
NEXT LEVEL	AGE	EYES	HAIR

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION				SPEED						
STR Strength	11	+0	11	+0	11	+0	VP Vitality	50			WP Wound Points	14			Walk 30 ft.							
DEX Dexterity	19	+4	19	+4	19	+4	AC armor class	22	: 22	: 22	= 10	+ 0	+ 0	+ 4	+ 0	+ 0	+ 8		0	+0	0	
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
CON Constitution	14	+2	14	+2	14	+2	INITIATIVE modifier	+7	=	+4	+	+3	SKILLS									
INT Intelligence	18	+4	18	+4	18	+4																
WIS Wisdom	12	+1	12	+1	12	+1							✓ Appraise	INT	12	=	4	+	8.0	+		
CHA Charisma	14	+2	14	+2	14	+2	BASE ATTACK bonus	+4					✓ Balance	DEX	14	=	4	+	8.0	+	2	
													✓ Bluff	CHA	10	=	2	+	8.0	+		
													✓ Climb	STR	8	=	2	+	8.0	+		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+4	+2	+2	+0	+0	+0		
REFLEX	+9	+5	+4	+0	+0	+0		
WILL	+3	+2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE	+4	+4	+0	+0	+0	+0	
RANGED	+8	+4	+4	+0	+0	+0	
GRAPPLE	+4	+4	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	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.
	+9	+8	+6	+4	+2
Dam	1d8+4	1d8+3	1d8+3	1d8+3	1d8+3

Special Properties

Stealth Sword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+8	1d6+3

Special Properties

Concealable

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
✓ Appraise	INT	12	= 4	+ 8.0	+
✓ Balance	DEX	14	= 4	+ 8.0	+ 2
✓ Bluff	CHA	10	= 2	+ 8.0	+
✓ Climb	STR	8	= 0	+ 8.0	+
Climb (Using a rope)	STR	10	= 0	+ 8.0	+ 2
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Untrained)	INT	4	= 4	+	+
Decipher Script	INT	9	= 4	+ 5.0	+
✓ Diplomacy	CHA	7	= 2	+ 1.0	+ 4
Disable Device	INT	13	= 4	+ 9.0	+
✓ 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	7	= 4	+ 3.0	+
✓ Intimidate	CHA	4	= 2	+	+ 2
✓ Jump	STR	7	= 0	+ 5.0	+ 2
✓ Listen	WIS	1	= 1	+	+
✓ Move Silently	DEX	4	= 4	+	+
Open Lock	DEX	13	= 4	+ 9.0	+
✓ Perception	WIS	13	= 1	+ 9.0	+ 3
✓ x Psychic (Mental Contact)	CHA	11	= 2	+	+ 9
✓ Ride	DEX	4	= 4	+	+
✓ Sense Motive	WIS	6	= 1	+ 5.0	+
Sleight of Hand	DEX	11	= 4	+ 5.0	+ 2
✓ Spot	WIS	1	= 1	+	+
✓ Stealth	DEX	18	= 4	+ 9.0	+ 5
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	0	= 0	+	+
Tumble	DEX	15	= 4	+ 9.0	+ 2
✓ Use Computer	INT	4	= 4	+	+
Use Magic Device	CHA	11	= 2	+ 9.0	+
Use Magic Device (Scroll)	CHA	13	= 2	+ 9.0	+ 2
✓ Use Rope	DEX	13	= 4	+ 9.0	+
Use Rope (Bind someone)	DEX	15	= 4	+ 9.0	+ 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): +2 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.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.
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: