

## Clifford Littlewood

NAME  
Rog9 36000  
CLASS EXPERIENCE  
9 45000  
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							
<b>STR</b> Strength	10	+0	10	+0	10	+0	72			16		Walk 30 ft.							
<b>DEX</b> Dexterity	20	+5	24	+7	24	+7	26	26	18	10	7	0	5	1	1	2	15	+0	0
<b>CON</b> Constitution	16	+3	16	+3	16	+3													
<b>INT</b> Intelligence	16	+3	16	+3	16	+3													
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0													
<b>CHA</b> Charisma	15	+2	15	+2	15	+2													

  

INITIATIVE	BASE ATTACK
+7 = +7 + +0 TOTAL DEX MODIFIER MISC MODIFIER	+6/+1 bonus

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	+3	+3	+4	+1	+0		
<b>REFLEX</b> (dexterity)	+18	+6	+7	+4	+1	+0		
<b>WILL</b> (wisdom)	+8	+3	+0	+4	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+7/+2	+6/+1	+0	+1	+0	+0	
<b>RANGED</b> attack bonus	+14/+9	+6/+1	+7	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+2/-3	+6/+1	+0	-4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+14/+9	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	+16/+11	1d3+2	2W-P-(OH)	+10/+5	1d3+2					
1H-O	+12/+7	1d3+2	2W-P-(OL)	+12/+7	1d3+2					
2H	+16/+11	1d3+2	2W-OH	+8	1d3+2					
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.		
TH	+18/+13	+16/+11	+14/+9	+11/+6	+9/+4					
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	+14/+9	1d6+2	2W-P-(OH)	+8/+3	1d6+2					
1H-O	+10/+5	1d6+2	2W-P-(OL)	+10/+5	1d6+2					
2H	+14/+9	1d6+2	2W-OH	+4	1d6+2					
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.		
TH	+16/+11	+14/+9	+12/+7	+9/+4	+7/+2					
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	+14	1d6+2	2W-P-(OH)	+8	1d6+2					
1H-O	+10	1d6+2	2W-P-(OL)	+10	1d6+2					
2H	+14	1d6+2	2W-OH	+4	1d6+2					
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.		
TH	+16/+11	+14/+9	+12/+7	+9/+4	+7/+2					
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						
*Studded Leather +4		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
(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 +1			+1		+0	0

SKILLS									
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS	12/6	MISC MODIFIER		
✓ Appraise	INT	4	=	3	+ 1.0	+			
✓ Balance	DEX	26	=	7	+ 12.0	+	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	22	=	3	+ 12.0	+	7		
✓ Disguise	CHA	5	=	2	+ 1.0	+	2		
Disguise (Act in character)	CHA	7	=	2	+ 1.0	+	4		
✓ Escape Artist	DEX	18	=	7	+ 6.0	+	5		
✓ Forgery	INT	3	=	3	+				
✓ Gather Information	CHA	13	=	2	+ 7.0	+	4		
✓ Heal	WIS	0	=	0	+				
✓ Hide	DEX	43	=	7	+ 12.0	+	24		
✓ Intimidate	CHA	4	=	2	+		2		
✓ Jump	STR	4	=	0	+		4		
✓ Listen	WIS	19	=	0	+ 12.0	+	7		
✓ Move Silently	DEX	31	=	7	+ 12.0	+	12		
✓ Open Lock	DEX	26	=	7	+ 12.0	+	7		
✓ Ride	DEX	7	=	7	+				
✓ Search	INT	19	=	3	+ 12.0	+	4		
✓ Sense Motive	WIS	9	=	0	+ 9.0	+			
✓ Sleight of Hand	DEX	16	=	7	+ 2.0	+	7		
✓ Spot	WIS	17	=	0	+ 12.0	+	5		
✓ Survival	WIS	0	=	0	+				
✓ Swim	STR	0	=	0	+				
✓ Tumble	DEX	22	=	7	+ 12.0	+	3		
✓ Use Magic Device	CHA	8	=	2	+ 6.0	+			
✓ Use Rope	DEX	8	=	7	+		1		
			=	+			+		
			=	+			+		

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Amulet of Natural Armor +1</b>	Equipped	1	0.0	2000.0
<b>Backpack</b> <small>0.25 lbs., 1 Thieves' Tools (Steel/Masterwork/Small)</small>	Carried	1	2.0	2.0
<b>Boots of Elvenkind</b>	Equipped	1	1.0	2500.0
<b>Cloak of Resistance +3</b>	Equipped	1	1.0	9000.0
<b>Dagger +2 (Small/Returning)</b> <small>when thrown will return just before thrower's next turn</small>	Carried	1	0.5	18302.0
<b>Dagger +2 (Small/Returning)</b> <small>when thrown will return just before thrower's next turn</small>	Efficient Quiver	1	0.5	18302.0
<b>Efficient Quiver</b> <small>0.5 lbs., 1 Dagger +2 (Small/Returning)</small>	Carried	1	2.0	1800.0
<b>False King's Sword +2 (Short/Parrying/Throwing)</b> <small>(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</small>	Equipped	1	2.0	26310.0
<b>Gloves of Dexterity +4</b>	Equipped	1	0.0	16000.0
<b>Helmet of Size Alteration</b> <small>3/day [move action] you can Enlarge or Reduce yourself as the spell lasting 15 minutes.</small>	Equipped	1	0.0	0.0
<b>Outfit (Traveler's/Small)</b>	Equipped	1	1.25	1.0
<b>Ring of Ram</b>	Carried	1	0.0	8600.0
<b>Ring of Blinking</b>	Equipped	1	0.0	27000.0
<b>Studded Leather +4 (Small/Landing/Shadow (Greater))</b> <small>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</small>	Equipped	1	10.0	53925.0
<b>Theo's Ring</b> <small>(Ring), Deflection bonus to armor class of +1</small>	Equipped	1	0.0	5000.0
<b>Thieves' Tools (Steel/Masterwork/Small)</b>	Backpack	1	0.25	100.0
<b>Winged Dagger +2</b> <small>(Dagger +2) Make three attacks when thrown</small>	Equipped	1	1.0	8302.0
TOTAL WEIGHT CARRIED/VALUE			19.75 lbs.	197144.0 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
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 13 level)
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.
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
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LANGUAGES
Common, Dwarven, Elven, Halfling, Orc

TEMPLATES
Truename

## Notes:

Character Sheet Notes: