

Clifford Littlewood

NAME
Rog10
CLASS
10
Character Level
45000
EXPERIENCE
55000
NEXT LEVEL

Nick

PLAYERNAME
Halfling
RACE
28
AGE
Small
SIZE
Male
GENDER

Yondalla

DEITY
3' 0"
HEIGHT
Green
EYES
34 lbs.
WEIGHT
Red, Short
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							
STR Strength	10	+0	10	+0	10	+0	79			16		Walk 30 ft.							
DEX Dexterity	20	+5	24	+7	24	+7	36	36	25	10	7	0	5	1	4	9	15	+0	0
CON Constitution	16	+3	16	+3	16	+3													
INT Intelligence	16	+3	16	+3	16	+3													
WIS Wisdom	10	+0	10	+0	10	+0													
CHA Charisma	15	+2	15	+2	15	+2													

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
INITIATIVE	+7	+7	+0	

BASE ATTACK	bonus	TOTAL
BASE ATTACK	+7/+2	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	+3	+3	+6	+1	+0		
REFLEX (dexterity)	+21	+7	+7	+6	+1	+0		
WILL (wisdom)	+10	+3	+0	+6	+1	+0		

MELEE	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
UNARMED	+16/+11	1d2	20/x2	5 ft.

*The Winged Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	S	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+18/+13		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.
TOTAL ATTACK BONUS		DAMAGE				
+16		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.
TOTAL ATTACK BONUS		DAMAGE				
+15/+10		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	+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

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
SKILL NAME						
✓ Appraise	INT	4	=	3	+ 1.0	+
✓ Balance	DEX	27	=	7	+ 13.0	+ 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	23	=	3	+ 13.0	+ 7
✓ Disguise	CHA	5	=	2	+ 1.0	+ 2
Disguise (Act in character)	CHA	7	=	2	+ 1.0	+ 4
✓ Escape Artist	DEX	19	=	7	+ 7.0	+ 5
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	13	=	2	+ 7.0	+ 4
✓ Heal	WIS	0	=	0	+	+
✓ Hide	DEX	44	=	7	+ 13.0	+ 24
✓ Intimidate	CHA	4	=	2	+	+ 2
✓ Jump	STR	4	=	0	+	+ 4
✓ Listen	WIS	20	=	0	+ 13.0	+ 7
✓ Move Silently	DEX	32	=	7	+ 13.0	+ 12
✓ 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	16	=	7	+ 2.0	+ 7
✓ Spot	WIS	18	=	0	+ 13.0	+ 5
✓ Survival	WIS	0	=	0	+	+
✓ Swim	STR	0	=	0	+	+
✓ Tumble	DEX	23	=	7	+ 13.0	+ 3
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.
TOTAL ATTACK BONUS			DAMAGE			
+18/+13			1d3+2			
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+20/+15	+18/+13	+16/+11	+13/+8	+11/+6	
Dam	1d3+3	1d3+3	1d3+3	1d3+2	1d3+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	0.25	100.0	
Theo's Ring (Ring), Deflection bonus to armor class of +1	Carried	1	0.0	5000.0	
<input type="checkbox"/>					
The Winged Dagger (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)	Equipped	1	0.5	128302.0	
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 As blink, without the miss chance	Equipped	1	0.0	0.0	
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.					
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	
2.5 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	0.5	18302.0	
when thrown will return just before thrower's next turn					
Dagger +2 (Small/Returning)	Efficient Quiver	1	0.5	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	
0.25 lbs., 1 Thieves' Tools (Steel/Masterwork/Small)					
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0	
TOTAL WEIGHT CARRIED/VALUE			18.25 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 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
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)
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 - 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.
Sly Fortune	Your luck helps you find the right place to move to.
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

LANGUAGES
Common, Dwarven, Elven, Halfling, Orc

TEMPLATES
Truename

Notes:

Character Sheet Notes:

Feat Choice = Sly Fortune (Luck)