Character Name: Finnegan
Race: Halfling Class/level: Rogue 10 Size: Small XP: 109,670

Ability	Ability score	Ability modifier	Temporary Adjustment	Temporary modifier	SPEED	Base Spee 20 ft		Fly	Swim	Climb	Burrow
STR Strength	10	0									
DEX Dexterity	25	+7			INITIATI	VE	+7		Dex Mod +	N	lisc Mod
CON Constitution	12	+1									
INT Intelligence	12	+1			CMB Combat Maneuver Bonus	+1		вав +7	Dexterity +7	Size -1	+ d20 roll
WIS Wisdom	12	+1									
CHA Charisma	12	+1			CMD Combat Maneuver Defense	Total = 23	вав +7	Strengt O	h Dexterity +7	Size -1	+ 10

HP Hit Points	Total 67	DR
Wounds/Curre	ent HP	

AC Armor Class	Total = 23	10 +		Armor Bonus	Shi Boi		Dex Mod.	Size Mod.	Natural Armor	Deflection Mod.	Misc. Mod.
TOUCH AC		18	F	FLAT FOOTED (No Dexterity)		16	Spell Resistance		·		
SAVING THROWS		Total =		Base Save		Ability Mod.		Magic Mod.	Misc Mod.	Tem	p. Mod.
FORTITUDE (Constitution)		+6		3		1		1	1		
REFLEX (Dexterity)		+16		7	7			1	1		
WILL (Wisdom)		+8		3		1		1	3	[+2 v	s Fear]

Weapon 1: +3 Adamantine Rapier		Type:	Range:	Ammo:	Weapon 2: +1 Keen Masterwork Dagger		Type:	Range:	Ammo:
Attack Bonus Total = +18 / +13	<sup>BAB</sup> +7/+2	Ability Mod. +7	Magic Mod. +3	Miscellaneous +1	Attack Bonus Total = +14/+9/+13/+8	<sup>BAB</sup> +7 /+2	Ability Mod. +7	Magic Mod.	Miscellaneous
Damage: $1d6 + 3$	Sneak Attack 5d6	Damage:	Critical: 18-20 x2	,	Damage: 1d4+1 / 1d3	Sneak Attac 5d6	k Damage:	Critical: 15-20 x2	, 19-20/x2

FEATS	Description	Pg. #
1 Weapon Finesse	Dex instead of Str to hit w/ light weapons	
3 Agile Maneuvers	Dex instead of Str for CMB	
5 Two-Weapon Fighting	Reduce penalties for two-weapon fighting	
7 Iron Will	+2 Will save	
9 Improved TWF	Extra attack w/ offhand weapon	
11		
13		
15		

ROGUE TALENTS	Description
2 Bleeding Attack	Sneak attacks deal bleed damage equal to number of d6
4 Weapon Training	+1 to hit w/ Rapiers
6 Minor Magic	Cast Light 3x /day
8 Major Magic	Cast Magic Missile once /day (caster level = rogue level)
Serp: Shadow Duplicate	Once per day when hit, create a duplicate as w/ Mirror Image
10 Dispelling Attack	Sneak attacks cause Dispel Magic on the lowest-level spell effect active on the target
12	

Sneak Attack Damage: 5d6	Trapfinding: $+5 (= \frac{1}{2} \text{ level})$	Trap Sense: +3
Other Rogue Abilities: Evasion, Uncanny Do	odge, Improved Uncanny Dodge	

SKILLS	Total Bonus	Ability Mod.	Ranks	+3 for Class Skill	Misc.			
Acrobatics	+22	DEX (+7)	10	(+3)	+2			
Appraise		INT (+1)		(+3)				
Bluff	+5	CHA (+1)	1	(+3)				
Climb	+15	STR	10	(+3)	+2			
Craft		INT (+1)		(+3)				
Diplomacy	+11	CHA (+1)	7	(+3)				
Disable Device*	+20 (+24 vs traps)	DEX (+7)	10	(+3)	[+4]			
Disguise		CHA (+1)		(+3)				
Escape Artist	+15	DEX (+7)	5	(+3)				
Fly		DEX (+7)						
Handle Animal*		CHA (+1)						
Heal		WIS (+1)						
Intimidate	+5	CHA (+1)	1	(+3)				
Knowledge Arcana*	+2	INT (+1)	1					
Know. Dungeoneering*	+5	INT (+1)	1	(+3)				
Know. Engineering*		INT (+1)						
Know. Geography*		INT (+1)						
Knowledge History*	+2	INT (+1)	1					
Knowledge Local*	+5	INT (+1)	1	(+3)				
Knowledge Nature*		INT (+1)						
Know. Nobility*		INT (+1)						
Knowledge Planes*	+2	INT (+1)	1					
Know. Religion*	+2	INT (+1)	1					
Linguistics*		INT (+1)		(+3)				
Perception	+16	WIS (+1)	10	(+3)	+2			
Perform: Speech	+6	CHA (+1)	2	(+3)				
Profession: Envoy	+6	WIS (+1)	2	(+3)				
Ride		DEX (+1)						
Sense Motive	+10	WIS (+1)	6	(+3)				
Sleight of Hand*	+15	DEX (+7)	5	(+3)				
Spellcraft*		INT (+1)						
Stealth	+24	DEX (+7)	10	(+3)	+4			
Survival		WIS (+1)						
Swim	+8	STR	5	(+3)				
Use Magic Device*	+10	CHA (+1)	6	(+3)				
Class Skill *Trained	Class Skill *Trained Only +3 only when ranks taken							

Class Skill \*Trained Only +3 only when

Languages: Common, Halfling, Dwarven

Alignment: CN	Deity: Selathra
Age: 25	Height: 3'1" Weight: 35 lbs

GEAR		Properties	Pg#
Leather Armor +3		Rhino Hide: +2d6	
	Clock of Posist +1		
Cloak of Resist. +1			
Belt of Dexterity +	5		
Swords			
Ring of the Ram		5 charges /day	
Bandolier w/ 3 Dag	gers		
5x Potion: Enlarge	Person		
3x Holy Water			
Thieves' Tools		Masterwork	
Daalznaalz			
Backpack			
	TREA	SURE	
Item:	Value:	Item:	Value:
180gp	180		
11sp	1.1		
1cp			

## **Backpack Contents:**

Bedroll
Candle
Flint + Steel
Rations, 11 days
50ft. Hemp Rope
Waterskins, 4
Mess Kit
Sunrod
Agile Mithril Breastplate
Robe of Blending

Masterwork, Dancing, Shocking Rapier