

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 Speed 20 ft	In Armor 15 ft	Fly	Swim	Climb	Burrow
STR Strength	10	0										
DEX Dexterity	25	+7				INITIATIVE	+7		Dex Mod +		Misc Mod	
CON Constitution	12	+1										
INT Intelligence	12	+1				CMB Combat Maneuver Bonus	Total = +13	BAB +7	Dexterity +7	Size -1	+ d20 roll	
WIS Wisdom	12	+1										
CHA Charisma	12	+1				CMD Combat Maneuver Defense	Total = 23	BAB +7	Strength 0	Dexterity +7	Size -1	+ 10

HP Hit Points	Total 67	DR	AC Armor Class	Total = 24	10 +	Armor Bonus 5	Shield Bonus	Dex Mod. 7	Size Mod. 1	Natural Armor	Deflection Mod. 1	Misc. Mod.
Wounds/Current HP			TOUCH AC (No armor)	19	FLAT FOOTED (No Dexterity)		17	Spell Resistance				
			SAVING THROWS	Total =	Base Save	Ability Mod.		Magic Mod.	Misc Mod.	Temp. Mod.		
			FORTITUDE (Constitution)	+7	3	1		2	1			
			REFLEX (Dexterity)	+17	7	7		2	1			
			WILL (Wisdom)	+9	3	1		2	3	[+2 vs Fear]		

Weapon 1: +3 Spiral Rapier (living metal, keen, agile, called)		Type:	Range:	Ammo:		Weapon 2: Spiral Rapier, +1 Keen Rapier		Type:	Range:	Ammo:
Attack Bonus Total = +18 / +13	BAB +7/+2	Ability Mod. +7	Magic Mod. +3	Miscellaneous +1		Attack Bonus Total = +16/+11/+14/+9	BAB +7 /+2	Ability Mod. +7	Magic Mod. +3/+1	Miscellaneous +1 -2
Damage: 1d6 + 10	Sneak Attack Damage: 5d6		Critical: 15-20 x2			Damage: 1d6+10 /1d4+1	Sneak Attack Damage: 5d6		Critical: 15-20 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 (= ½ level)	Trap Sense: +3
Other Rogue Abilities: Evasion, Uncanny Dodge, Improved Uncanny Dodge		

Backpack Contents:

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

Cantrips:

[Ghost Sound](#)
[Alarm](#)
[Magic Missile](#)
[Misdirection](#)
[Mindlocked Messenger](#)
[Greater Invisibility](#)