

Character Name: **Finnegan**

Race: Halfling

Class/level: Rogue 12

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 = +15	BAB +9	Dexterity +7	Size -1	+ d20 roll	
WIS Wisdom	12	+1										
CHA Charisma	12	+1				CMD Combat Maneuver Defense	Total = 25	BAB +9	Strength 0	Dexterity +7	Size -1	+ 10

<div>HP</div> <div>Hit Points</div>	<div>Total</div> <div>77</div>	DR	<div>AC</div> <div>Armor Class</div>	<div>Total =</div> <div>24</div>	10 +	<div>Armor Bonus</div> <div>5</div>	<div>Shield Bonus</div>	<div>Dex Mod.</div> <div>7</div>	<div>Size Mod.</div> <div>1</div>	<div>Natural Armor</div>	<div>Deflection Mod.</div> <div>1</div>	<div>Misc. Mod.</div>		
<div>Wounds/Current HP</div>			TOUCH AC		19	FLAT FOOTED		17	Spell Resistance					
			(No armor)			(No Dexterity)								
			SAVING THROWS		Total =	Base Save		Ability Mod.		Magic Mod.		Misc Mod.	Temp. Mod.	
			FORTITUDE		+8	4		1		2		1		
			(Constitution)											
			REFLEX		+18	8		7		2		1		
			(Dexterity)											
			WILL		+10	4		1		2		3	[+2 vs Fear]	
			(Wisdom)											

Weapon 1: +3 Spiral Rapier (living metal, keen, agile, called)			Type:	Range:	Ammo:	Weapon 2: +1 Keen Rapier, Spiral Rapier			Type:	Range:	Ammo:
Attack Bonus Total = +18 / +13	BAB +9/+4	Ability Mod. +7	Magic Mod. +3	Miscellaneous +1		Attack Bonus Total = +16/+11/ +18/+13/+8	BAB +9/+4	Ability Mod. +7	Magic Mod. +1/+3	Miscellaneous +1 -2	
Damage: 1d6 + 10	Sneak Attack Damage: 6d6	Critical: 15-20 x2				Damage: 1d4+1 /1d6+10	Sneak Attack Damage: 6d6	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 Greater TWF	Third offhand attack	
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 Combat Reflexes	Additional attacks of opportunity

Sneak Attack Damage: 6d6	Trapfinding: +6 (= ½ level)	Trap Sense: +4
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Other Rogue Abilities: Evasion, Uncanny Dodge, Improved Uncanny Dodge

SKILLS	Total Bonus	Ability Mod.	Ranks	+3 for Class Skill	Misc.
Acrobatics	+24	DEX (+7)	12	(+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*	+22 (+26 vs traps)	DEX (+7)	12	(+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*	+5	INT (+1)	3		
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	+18	WIS (+1)	12	(+3)	+2
Perform: Speech	+6	CHA (+1)	2	(+3)	
Profession: Envoy	+6	WIS (+1)	2	(+3)	
Ride	+10	DEX (+7)	3		
Sense Motive	+10	WIS (+1)	6	(+3)	
Sleight of Hand*	+15	DEX (+7)	5	(+3)	
Spellcraft*	+3	INT (+1)	2		
Stealth	+26	DEX (+7)	12	(+3)	+4
Survival		WIS (+1)			
Swim	+10	STR	7	(+3)	
Use Magic Device*	+10	CHA (+1)	6	(+3)	

+3	only when ranks taken	

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 charge damage	
Cloak of Resist. +2		
Belt of Dexterity +6		
Swords		
Ring of the Ram	5 charges /day	
Bandolier w/ 3 Daggers		
2x Potion: Enlarge Person		
3x Holy Water		
Thieves' Tools	Masterwork	
Ring of Protection	+1	
Backpack		
2x Potion: Nondetection		
Potion: Fly		
9x magic skittle berries	(-1 STR berry)	

TREASURE

[illegible]

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](#)