

Character Name: **Finnegan**

Race: Halfling

Class/level: Rogue 9

Size: small

XP: 94,620

Ability	Ability score	Ability modifier	Temporary Adjustment	Temporary modifier		SPEED	Base Speed 20ft	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 = +12	BAB +6	Dexterity +7	Size -1	+ d20 roll	
WIS Wisdom	12	+1										
CHA Charisma	12	+1				CMD Combat Maneuver Defense	Total = 22	BAB +6	Strength 0	Dexterity +7	Size -1	+ 10

HP Hit Points	Total 60	DR	AC Armor Class	Total = 23	10 +	Armor Bonus 5	Shield Bonus	Dex Mod. 7	Size Mod. 1	Natural Armor	Deflection Mod.	Misc. Mod.		
	TOUCH AC (No armor)			18	FLAT FOOTED (No Dexterity)		17	Spell Resistance						
Wounds/Current HP			SAVING THROWS		Total =	Base Save		Ability Mod.		Magic Mod.		Misc Mod.	Temp. Mod.	
			FORTITUDE (Constitution)		+6	3		1		1		1		
			REFLEX (Dexterity)		+15	6		7		1		1		
			WILL (Wisdom)		+8	3		1		1		3		[+2 vs Fear]

Weapon 1: Masterwork, dancing, shocking rapier			Type:	Range:	Ammo:	Weapon 2: +1 Keen rapier, masterwork dagger			Type:	Range:	Ammo:
Attack Bonus Total = +15 / +10	BAB +6/+1	Ability Mod. +7	Magic Mod.	Miscellaneous +2		Attack Bonus Total = +13/+8/+12/+7	BAB +6 /+1	Ability Mod. +7	Magic Mod.	Miscellaneous	
Damage: 1d6 +1d6 elec.	Sneak Attack Damage: 5d6	Critical: 18-20 x2				Damage: 1d4+1 / 1d3	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	
12	

Sneak Attack Damage: 5d6	Trapfinding: +4 (= ½ level)	Trap Sense: +3
Other Rogue Abilities: Evasion, Uncanny Dodge, Improved Uncanny Dodge		

Backpack Contents:

bedroll

candle

flint + steel

ration, 14 days

50ft. hemp rope

waterskins, 4

mess kit

sunrod

Agile Mithril Breastplate