

Character Name: **Finnegan**

Race: Halfling

Class/level: Rogue 9

Size: small

XP: 80,800

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

<div>HP</div> <div>Hit Points</div> <div>Wounds/Current HP</div> <div>50</div>	Total	DR	AC	Total =		Armor Bonus	Shield Bonus	Dex Mod.	Size Mod.	Natural Armor	Deflection Mod.	Misc. Mod.
	60		Armor Class	22	10 +	6		5	1			
	TOUCH AC			18	FLAT FOOTED			17	Spell Resistance			
	(No armor)				(No Dexterity)							
	SAVING THROWS			Total =	Base Save		Ability Mod.		Magic Mod.		Misc Mod.	Temp. Mod.
	(Constitution)			+6	3		1		1		1	
(Dexterity)			+15	6		7		1		1		
(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
rations, 14 days
50ft. hemp rope
waterskins, 4
mess kit
sunrod