

Character Name: **Finnegan**

Race: Halfling

Class/level: Rogue 10

Size: Small

XP: 109,670

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

<b>HP</b> Hit Points	Total <b>67</b>	DR		<b>AC</b> Armor Class	Total = <b>23</b>	10 +	Armor Bonus <b>5</b>	Shield Bonus	Dex Mod. <b>7</b>	Size Mod. <b>1</b>	Natural Armor	Deflection Mod.	Misc. Mod.
Wounds/Current HP			<b>TOUCH AC</b> (No armor)	18	<b>FLAT FOOTED</b> (No Dexterity)		16	Spell Resistance					
			<b>SAVING THROWS</b>	Total =	Base Save	Ability Mod.	Magic Mod.	Misc Mod.	Temp. Mod.				
			<b>FORTITUDE</b> (Constitution)	<b>+6</b>	3	1	1	1					
			<b>REFLEX</b> (Dexterity)	<b>+16</b>	7	7	1	1					
			<b>WILL</b> (Wisdom)	<b>+8</b>	3	1	1	3	[+2 vs Fear]				

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

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	<a href="#">Reduce penalties for two-weapon fighting</a>	
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	

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



**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