

Character Name: **Finnegan**

Race: Halfling

Class/level: Rogue 9

Size: small

XP: 86,720

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		

SKILLS	Total Bonus	Ability Mod.	Ranks	+3 for Class Skill	Misc.
Acrobatics	+21	DEX (+7)	9	(+3)	+2
Appraise		INT (+1)		(+3)	
Bluff	+5	CHA (+1)	1	(+3)	
Climb	+12	STR	7	(+3)	+2
Craft		INT (+1)		(+3)	
Diplomacy	+11	CHA (+1)	7	(+3)	
Disable Device*	+19 (+23 vs traps)	DEX (+7)	9	(+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*		INT (+1)			
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	+15	WIS (+1)	9	(+3)	+2
Perform: Speech	+6	CHA (+1)	2	(+3)	
Profession: Envoy	+6	WIS (+1)	2	(+3)	
Ride		DEX (+1)			
Sense Motive	+10	WIS (+1)	6	(+3)	
Sleight of Hand*	+15	DEX (+7)	5	(+3)	
Spellcraft*		INT (+1)			
Stealth	+23	DEX (+7)	9	(+3)	+4
Survival		WIS (+1)			
Swim	+6	STR	3	(+3)	
Use Magic Device*	+10	CHA (+1)	6	(+3)	
Class Skill *Trained Only +3 only when ranks taken					
Languages: Common, Halfling, Dwarfven					
Alignment: CN		Deity: Selathra			
Age: 25		Height: 3'1"			

[illegible]

Backpack Contents:

bedroll

candle

flint + steel

ration, 14 days

50ft. hemp rope

waterskins, 4

mess kit

sunrod

Agile Mithril Breastplate