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			INITIATI	VE	+7		Dex Mod +	М	isc Mod
CON Constitution	12	+1									
INT Intelligence	12	+1			CMB Combat Maneuver Bonus	Total +1		+6	Dexterity +7	Size -1	+ d20 roll
WIS Wisdom	12	+1									
CHA Charisma	12	+1			CMD Combat Maneuver Defense	Total = 22	вав +6	Strength	Dexterity +7	Size -1	+ 10

HP Hit Points	Total 60	DR		
Wounds/Current HP				
50			-	

AC Armor Class	Total = 22	10 +		Armor Bonus		eld nus	Dex Mod.	Size Mod.	Natural Armor	Deflection Mod.	Misc. Mod.
TOUC	CH AC	18	F	FLAT FOOTED (No Dexterity)		ED	17	Spell Resistance			
SAVING THROWS FORTITUDE (Constitution)		Total = +6		Base Save Ab		ility Mod.	Magic Mod.	Misc Mod.	Tem	p. Mod.	
REFLEX (Dexterity)		+15		6		7		1	1		
WILL (Wisdom)		+8		3		1		1	3	[+2 v	s Fear]

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

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: $+4 (= \frac{1}{2} \text{ level})$	Trap Sense: +3
Other Rogue Abilities: Evasion, Uncanny I	Oodge, 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, Dwarven

Alignment: CN	Deity: Selathra
Age: 25	Height: 3'1"

GEAR	='	Properties	Pg#
Agile Mithril Br	eastplate		
Cloak of Resist.	+1		
Belt of Dexterity	7 +6		
Swords			
Ring of the Ram		5 charges /day	
Bandolier w/ 3 d	laggers		
3x potion: Enlar			
3x Holy Water			
Thieves' tools		masterwork	
Backpack			
	TRE	ASURE	
Item:	Value:	Item:	Value:
180gp	180		
11sp	1.1		
1cp			

Backpack Contents:

bedroll candle flint + steel rations, 14 days 50ft. hemp rope waterskins, 4 mess kit sunrod