Character Name: Finnegan
Race: Halfling Class/level: Rogue 10 Size: Small XP: 109,670

Ability	Ability score	Ability modifier	Temporary Adjustment	Temporary modifier	SPEED	Base Spee 20 ft		Fly	Swim	Climb	Burrow
STR Strength	10	0									
DEX Dexterity	25	+7			INITIATI	VE	+7		Dex Mod +	M	lisc Mod
CON Constitution	12	+1									
INT Intelligence	12	+1			CMB Combat Maneuver Bonus	Tota + 1		вав +7	Dexterity +7	Size -1	+ d20 roll
WIS Wisdom	12	+1									
CHA Charisma	12	+1			CMD Combat Maneuver Defense	Total = 23	вав +7	Strength 0	Dexterity +7	Size -1	+ 10

AC Armor Class	Total = 24	10 +		Armor Bonus	Shi Bo	eld	Dex Mod.	Size Mod.	Natural Armor	Deflection Mod.	Misc. Mod.
TOUCH AC (No armor)		19	F	LAT F (No De		ED	17	Spell Resis	tance		
SAVING THROWS		Total =		Base Save		Ability Mod.		Magic Mod.	Misc Mod.	Temp. Mod.	
FORTITUDE (Constitution)		+7		3		1		2	1		
REFLEX (Dexterity)		+17		7		7		2	1		
WILL (Wisdom)		+9		3		1		2	3	[+2 v	s Fear]

Weapon 1: +3 Spira (living metal, keen, called)		Type:	Range:	Ammo:	Weapon 2: Spiral Ra Keen Rapier	apier, +1	Туре:	Range:	Ammo:
Attack Bonus Total = +18 / +13	^{BAB} +7/+2	Ability Mod. +7	Magic Mod. +3	Miscellaneous +1	Attack Bonus Total = +16/+11/+14/+9	вав +7 /+2	Ability Mod. +7	Magic Mod. +3/+1	Miscellaneous +1 -2
Damage: 1d6 + 10	Sneak Attack	Damage:	Critical: 15-20 x2		Damage: 1d6+10 /1d4+1	Sneak Attac 5d6	k Damage:	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 Dispelling Attack	Sneak attacks cause Dispel Magic on the lowest-level spell effect active on the target
12	

Sneak Attack Damage: 5d6	Trapfinding: $+5 (= \frac{1}{2} \text{ level})$	Trap Sense: +3
Other Rogue Abilities: Evasion, Uncanny Do	odge, Improved Uncanny Dodge	

SKILLS	Total Bonus	Ability Mod.	Ranks	+3 for Class Skill	Misc.
Acrobatics	+22	DEX (+7)	10	(+3)	+2
Appraise		INT (+1)		(+3)	
Bluff	+5	CHA (+1)	1	(+3)	
Climb	+15	STR	10	(+3)	+2
Craft		INT (+1)		(+3)	
Diplomacy	+11	CHA (+1)	7	(+3)	
Disable Device*	+20 (+24 vs traps)	DEX (+7)	10	(+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*	+2	INT (+1)	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	+16	WIS (+1)	10	(+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	+24	DEX (+7)	10	(+3)	+4
Survival		WIS (+1)			
Swim	+8	STR	5	(+3)	
Use Magic Device*	+10	CHA (+1)	6	(+3)	
Class Skill *Trained	Only	+	-3 only wl	nen ranks t	aken

Class Skill *Trained Only +3 only when

Languages: Common, Halfling, Dwarven

Alignment: CN	Deity: Selathra
Age: 25	Height: 3'1" Weight: 35 lbs

GEAR		Properties	Pg #
Leather Armor +3		Rhino Hide: +2d6	
		charge damage	
Cloak of Resist. +2	Cloak of Resist. +2		
Belt of Dexterity +6	5		
Swords			
Ring of the Ram		5 charges /day	
Bandolier w/ 3 Dag	gers		
5x Potion: Enlarge	Person		
3x Holy Water			
Thieves' Tools		Masterwork	
Ring of Protection		+1	
Backpack			
			<u> </u>
_	TREA		
Item:	Value:	Item:	Value:
180gp	2180		
11sp	1.1		
1cp			

Backpack Contents:

Bedroll
Candle
Flint + Steel
Rations, 11 days
50ft. Hemp Rope
Waterskins, 4
Mess Kit
Sunrod
Robe of Blending
Masterwork, Dancing, Shocking Rapier
Agile Mithril Breastplate

Cantrips:

Ghost Sound
Alarm
Magic Missile
Misdirection
Mindlocked Messenger
Greater Invisibility