

Corinth Smallhands

CHARACTER
Halfling **small** **female**
RACE & LA SIZE GENDER
27 **Lawful Neutral** **Desna (ISG-44) Luck**
AGE ALIGNMENT DEITY

Lynn

PLAYER
3'5" **60** **brown** **brown** **brown**
HEIGHT WEIGHT HAIR EYES SKIN
Korvosa, Varisia
HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Common, Halfling, Elven, Gnome, Dwarven, Sylvan

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16	-2	4	
DEX	22	6	18	2	2	
CON	14	2	14			
INT	16	3	16			
WIS	14	2	14			
CHA	14	2	12	2		

HITPOINTS

CURRENT HP
43
NONLETHAL HP DAM
TEMPORARY HP
TOTAL HP **43** FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Rogue	3	55		1	4	1	5
TOTALS	3	55	0	1	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	4	0	6	1	1			
TOUCH	18	-10+			6	1	1			
FLAT-FOOT	15	-10+	4	0	0	1				

ARMOR CHECK PENALTY **0**
 MAXIMUM DEX **6**
 SPELL FAILURE **10%**

SAVING THROWS

TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	1	2		
REF	10	4	6		
WILL	3	1	2		

+4 AC vs opportunity

ATTACKS

TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8		4	1	
RANGED	10		6	1	
CMB	10	3	DEX	6	1
CMD	25	-10+	B3B	10	1

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

- Race: Halfling, size=small (PCR-26)
- Fearless: +2 save vs fear
- Halfling Luck +1 on all saves
- Keen Senses: +2 perception
- Sure-footed: +2 acrobatics & climb
- Weapon Prof: Simple, Sling, crossbow, shortbow, short sword
- Class: Rogue, HD: d8, (PCR-67)
- Armor Prof: light armor
- Sneak Attack +3d6 dam (PCR-68)
- Trap Finding + lv/2 perception & disable devices (PCR-68)
- Evasion (Ex): made reflex saves take 0 instead of half dam (PCR-68)
- Bleeding Attack (Ex) +1 dam/rnd until heal check
- Uncanny Dodge (Ex) (PCR-69)
- Combat Trick - extra combat feat (PCR-68)

- Mobility +4 AC vs opportunity attacks
- Dodge +1 AC
- Weapon Focus: Short Sword +1 attack
- Improved Initiative +4

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	14	3	6	3	2
* APPRAISE	9	3	3	3	
* BLUFF	6	1	2	3	
* CLIMB *	14	5	4	3	2
* CRAFT:	8	2	3	3	
* DIPLOMACY	6	1	2	3	
* DISABLE DEVICE *	16	5	6	3	2
* DISGUISE	7	2	2	3	
* ESCAPE ARTIST *	14	5	6	3	
* FLY *	6		6		
* HANDLE ANIMAL			2		
* HEAL	2		2		
* INTIMIDATE	6	1	2	3	
* KN: dungeoneering	7	1	3	3	
* KN: local	9	3	3	3	
* KN:			3		
* KN:			3		
* KN:			3		
* KN:			3		
* LINGUISTICS	7	1	3	3	
* PERCEPTION	14	5	2	3	4
* PERFORM:	7	2	2	3	
* PROF:	6	1	2	3	
* RIDE *	6		6		
* SENSE MOTIVE	7	2	2	3	
* SLEIGHT OF HAND *	14	5	6	3	
* SPELLCRAFT			3		
* STEALTH *	23	5	6	3	9
* SURVIVAL	2		2		
* SWIM *	8	1	4	3	
* USE MAGIC DEVICE	6	1	2	3	
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE
 SLOW MEDIUM FAST **15,000 / 23,000**

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20				
INIT	10	=	6	DEX MOD	+ 4 MISC MOD
HERO					
SR					
DR					
RESISTANCES	cold 5				
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR leather armor of shadows	4	6	0	10	Lt	10.0
SHIELD none						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortbow	+10	1d6+4	20x3	60	P	2.0	
short sword of elemental ice	+8+1+1	1d6+1d6 +4 cold	19-20,x2	60	P	2.0	

