

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
<b>STR</b>	<b>18</b>	<b>4</b>	<b>16</b>	<b>-2</b>	<b>4</b>	
<b>DEX</b>	<b>22</b>	<b>6</b>	<b>18</b>	<b>2</b>	<b>2</b>	
<b>CON</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>INT</b>	<b>16</b>	<b>3</b>	<b>16</b>			
<b>WIS</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>CHA</b>	<b>14</b>	<b>2</b>	<b>12</b>	<b>2</b>		

**HITPOINTS**

CURRENT HP	HP GAINED	HD
<b>51</b>	<b>51</b>	<b>6</b>
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	<b>51</b>	<b>FAVORED CLASS</b>
		<b>Rogue</b>

**CLASS RECORDER**

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>Rogue</b>	<b>4</b>	<b>66</b>		<b>2</b>	<b>5</b>	<b>2</b>	<b>6</b>
<b>TOTALS</b>	<b>4</b>	<b>66</b>	<b>0</b>	<b>2</b>	<b>5</b>	<b>2</b>	<b>6</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

**ATTACKS & DEFENSE**

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

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>4</b>	<b>2</b>	<b>2</b>			
<b>REF</b>	<b>11</b>	<b>5</b>	<b>6</b>			
<b>WILL</b>	<b>4</b>	<b>2</b>	<b>2</b>			

+4 AC vs opportunity



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>9</b>	<b>4</b>		<b>4</b>	<b>1</b>	
<b>RANGED</b>	<b>11</b>	<b>4</b>		<b>6</b>	<b>1</b>	
<b>CMB</b>	<b>11</b>	<b>4</b>	<b>DEX</b>	<b>6</b>	<b>1</b>	
<b>CMD</b>	<b>26</b>	-10+	<b>B4B</b>	<b>10</b>	<b>1</b>	

**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, skills 8+Int Mod (PCR-67)  
 Armor Prof: light armor  
 Sneak Attack +3d6 dam (PCR-68)  
 Trap Finding +1/2 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) (x2)  
 Trap Sense (Ex) +2 reflex & AC vs traps

Improved Critical (short sword) double crit range  
 Mobility +4 AC vs opportunity attacks  
 Dodge +1 AC  
 Weapon Focus: Short Sword +1 attack  
 Improved Initiative +4

**SKILLS**

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 17	6	6	3	2
<input checked="" type="checkbox"/> APPRAISE	INT 10	4	3	3	
<input checked="" type="checkbox"/> BLUFF	CHA 6	1	2	3	
<input checked="" type="checkbox"/> CLIMB *	STR 15	6	4	3	2
<input checked="" type="checkbox"/> CRAFT:	INT 8	2	3	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA 6	1	2	3	
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX 17	6	6	3	2
<input checked="" type="checkbox"/> DISGUISE	CHA 7	2	2	3	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 15	6	6	3	
<input type="checkbox"/> FLY *	DEX 6		6		
<input type="checkbox"/> HANDLE ANIMAL	CHA		2		
<input type="checkbox"/> HEAL	WIS 2		2		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 6	1	2	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT 7	1	3	3	
<input checked="" type="checkbox"/> KN: local	INT 10	4	3	3	
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input checked="" type="checkbox"/> LINGUISTICS	INT 7	1	3	3	
<input checked="" type="checkbox"/> PERCEPTION	WIS 15	6	2	3	4
<input checked="" type="checkbox"/> PERFORM:	CHA 7	2	2	3	
<input checked="" type="checkbox"/> PROF:	WIS 6	1	2	3	
<input type="checkbox"/> RIDE *	DEX 6		6		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 7	2	2	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX 15	6	6	3	
<input type="checkbox"/> SPELLCRAFT	INT		3		
<input checked="" type="checkbox"/> STEALTH *	DEX 24	6	6	3	9
<input type="checkbox"/> SURVIVAL	WIS 2		2		
<input checked="" type="checkbox"/> SWIM *	STR 8	1	4	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 6	1	2	3	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	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  **23,000 / 35,000**

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	<b>20</b>				

**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 <b>leather armor of shadows</b>	<b>4</b>	<b>6</b>	<b>0</b>	<b>10</b>	<b>Lt</b>	<b>10.0</b>
SHIELD <b>none</b>						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
<b>shortbow</b>	<b>+11</b>	<b>1d6+4</b>	<b>20x3</b>	<b>60</b>	<b>P</b>	<b>2.0</b>	
<b>short sword of elemental ice</b>	<b>+9+1+2</b>	<b>1d6+2d6+4 cold</b>	<b>17-20,x2</b>	<b>60</b>	<b>P</b>	<b>2.0</b>	

