

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

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



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16	-2	4	
DEX	24	7	18	2	4	
CON	14	2	14			
INT	16	3	16			
WIS	14	2	14			
CHA	14	2	12	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
75	67	8	Rogue	6	88	8	2	6	2	8
TOTAL HP			TOTALS							
75			6 88 8 2 6 2 8							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	4	0	7	1	1			
TOUCH	19	-10+			7	1	1			
FLAT-FOOT	15	-10+	4	0	0	1				

SKILLS RANKS TOTAL 88

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS +	DEX 20	8	7	3	2
* APPRAISE	INT 10	4	3	3	
* BLUFF	CHA 6	1	2	3	
* CLIMB +	STR 17	8	4	3	2
* CRAFT:	INT 8	2	3	3	
* DIPLOMACY	CHA 6	1	2	3	
* DISABLE DEVICE +	DEX 20	8	7	3	2
* DISGUISE	CHA 7	2	2	3	
* ESCAPE ARTIST +	DEX 18	8	7	3	
* FLY +	DEX 7		7		
* HANDLE ANIMAL	CHA		2		
* HEAL	WIS 2		2		
* INTIMIDATE	CHA 8	3	2	3	
* KN: dungeoneering	INT 7	1	3	3	
* KN: local	INT 12	6	3	3	
* KN:	INT		3		
* KN:	INT		3		
* KN:	INT		3		
* KN:	INT		3		
* LINGUISTICS	INT 7	1	3	3	
* PERCEPTION	WIS 17	8	2	3	4
* PERFORM:	CHA 9	4	2	3	
* PROF:	WIS 6	1	2	3	
* RIDE +	DEX 7		7		
* SENSE MOTIVE	WIS 9	4	2	3	
* SLEIGHT OF HAND +	DEX 18	8	7	3	
* SPELLCRAFT	INT		3		
* STEALTH +	DEX 27	8	7	3	9
* SURVIVAL	WIS 2		2		
* SWIM +	STR 8	1	4	3	
* USE MAGIC DEVICE	CHA 6	1	2	3	
*	STR				
*	STR				
*	STR				
*	STR				
*	STR				

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
4	13	4	2	2		
			6	7		
			2	2		

+4 AC vs opportunity
 second attack +1

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
11	14	14	29	6		DEX 7
				6		DEX 7
				6B6		DEX 7

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Halfling, size=small (PCR-26)	Nimble Moves - Ignore 5 feet of difficult terrain when you move
Fearless: +2 save vs fear	Eerie Disappearance (Ex) - move unseen (Percep. check)
Halfling Luck +1 on all saves	Improved Uncanny Dodge (Ex) - can't be flanked
Keen Senses: +2 perception	Improved Critical (short sword) double crit range
Sure-footed: +2 acrobatics & climb	Mobility +4 AC vs opportunity attacks
Weapon Prof: Simple, Sling, crossbow, shortbow, short sword	Dodge +1 AC
Class: Rogue, HD: d8, skills 8+Int Mod (PCR-67)	Weapon Focus: Short Sword +1 attack
Armor Prof: light armor	Improved Initiative +4
Sneak Attack +4d6 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) (x2)	
Trap Sense (Ex) +2 reflex & AC vs traps	

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 [x] FAST [x] 51,000 / 75,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20				
INIT	11	=	7	DEX MOD	+ 4
HERO					
SR					
DR					
RESISTANCES	cold 5				
POOL POINTS					

ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
composite shortbow +3 (+4, +1d8 dam vs. incorporeal)	+14+3	1d8+4+3	20,x3	60	P	2.0	
short sword of elemental ice	+11+1+2	1d6+2d6+4 cold	17-20,x2	60	P	2.0	

