

Corinth Smallhands

Lynn

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

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

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 93, HP GAINED 83, HD 10. CLASS RECORDER: CLASS NAME Rogue, BAB 7, SKILL 110, FC HPS 10, FORT 3, REF 7, WILL 3, LEVELS 10.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 110

ATTACKS & DEFENSE. AC 23, TOUCH 19, FLAT-FOOT 15. Dodge 1, Natural 1, Deflect 1, Misc 1, Temp 1.

SKILLS table with columns: Skill Name, Dex, Int, Cha, Wis, Str, Will, Misc. Includes Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Kn, Linguistics, Perception, Perform, Prof, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

SAVING THROWS. FORT 5, REF 14, WILL 5. Class Base 3, Ability 2, Enhance 7, Misc 2, Temp 3.

COMBAT NOTES & MODIFIERS. +4 AC vs opportunity second attack +2. Includes image of a minifigure.

ATTACKS. MELEE 12, RANGED 15, CMB 15, CMD 30. Base Attack Bonus 7, Ability 4, Size 1, Misc 7, Temp 7, Dodge & Deflect 11, Str & Dex 1.

FEATS & FEATURES

Table listing feats and 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 +5d6 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) +3 reflex & AC vs traps; Powerful & Deadly Sneak - Treat all 1 & 2 on sneak attack damage as 3; Distracting Attack - foe hit by sneak attack becomes flat-footed; Nimble Moves - Ignore 5 feet of difficult terrain when you move; Eerie Disappearance (Ex) - move unseen (Percep. check); Improved Uncanny Dodge (Ex) - can't be flanked; 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.

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 [] 105,000 / 155,000

SPEED 20, INIT 11, HERO, SR, DR, RESISTANCES cold 5, POOL POINTS

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Rows for leather armor of shadows, none.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows for composite shortbow, short sword of elemental ice.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Sneak Attack Summary:		
damage: 5d6		
Powerful & Deadly Sneak - Treat all 1 & 2 on sneak attack damage as 3		
Bleeding Attack (Ex) +1 dam/md until heal check		
Distracting Attack - foe hit by sneak attack becomes flat-footed		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
ITEM	QTY / USES	WGT N/A	WEIGHT
standard adventurer's kit			
quiver w/ twenty arrows			

EQUIPMENT & MAGIC ITEMS			
ITEM	QTY / USES	WGT N/A	WEIGHT
Elemental Weapon of Ongpakob			
short sword of elemental ice			
+2 attack, +2d6 cold damage			
+2 STR			
second chance reroll in perform			
resist cold 5			
Daily power: create solid cube of ice 20' per side			
-range 15', duration 1 min/lvl			
magic ring = STR +2			
leather armor of shadows +2 AC, +5 stealth, max Dex 10			
- reroll stealth check 1/day			
composite shortbow +3 (+4, +1d8 dam vs. incorporeal)			
- damage dice is 1d8			
Polished Dark Oak Ring of the Glaistig			
- grants teamwork feats to those w/ rings			
- secret language			
- vital strike ring +1d6 damage when flanking			
- swap places			
stored treasure			
gold egg (3000 gp)			
gems (1000 gp)			

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT	

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			31,300
SILVER			28
COPPER			

TREASURE CARRIED	
TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
14.0	0.0	0.0		14.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
101	202	303	N	303	606	1515
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>