

Armor Class

| | | |
|-----------------------------------|-----------|--|
| AC ARMOR CLASS | 27 | |
| TOUCH ARMOR CLASS | 20 | |
| FLAT-FOOTED ARMOR CLASS | 27 | |

ADD:
 +3 AC Fight Defensively (-4 Attack)
 +4 AC for Cover
 +6 AC Total Defense (no Attack)
 +2 Two-Weapon Def
 +3 vs. Traps

10 +

| | | | | | |
|------------------|-------------------|-------------------|------------------|--|-------------------|
| +5 ARM | +1 SIZE | +2 NATR | +7 DEX | | +2 DEFL |
|------------------|-------------------|-------------------|------------------|--|-------------------|

Saving Throws

| | | |
|------------------------------------|------------|--|
| FORTITUDE (CONSTITUTION) | +10 | |
| REFLEX (DEXTERITY) | +20 | |
| WILL (WISDOM) | +9 | |



Wounds

| | | |
|-------------------------|-----------|--|
| HP HIT POINTS | 75 | |
| | | |

Movement

| | FEET | SQUARES |
|---------------|------------|-----------|
| Normal | 30 | 6 |
| CHARGE | 60 | 12 |
| RUN | 120 | 24 |

Rogue 9 / Shadow 3

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE |
|-----------------------------|-----------------|------------------|--------------------|
| STR STRENGTH | 12 | +1 | |
| DEX DEXTERITY | 22 | +7 | 24 |
| CON CONSTITUTION | 14 | +2 | |
| INT INTELLIGENCE | 16 | +3 | |
| WIS WISDOM | 12 | +1 | |
| CHA CHARISMA | 12 | +1 | |
| Halfing (Tallfellow) | Male | S | |
| Lawful Neutral | Yondalla | | |
| 4'1" | 56 | 38 | Black Black |
| HEIGHT | WEIGHT | AGE | HAIR |

Attack

| | | |
|----------------------------|-----------|--------|
| INITIATIVE BONUS | +7 | |
| GRAPPLE BONUS | +5 | |
| TRIP BONUS | | |
| | ATTACK | DEFEND |

Weapons

| Dagger +1 | | |
|----------------|--------------|--------------|
| ATTACK BONUS | DAMAGE | CRITICAL |
| +17/+12 | 1d3+2 | 19/x2 |

+5d6 sneak attack
 -2 two-weapon fighting

| Sling +1 | | |
|----------------|--------------|--------------|
| ATTACK BONUS | DAMAGE | CRITICAL |
| +18/+13 | 1d3+2 | 20/x2 |

50' range

| ATTACK BONUS | DAMAGE | CRITICAL |
|--------------|--------|--------------|
| | | 20/x3 |

| ATTACK BONUS | DAMAGE | CRITICAL |
|--------------|--------|--------------|
| | | 20/x3 |

| ATTACK BONUS | DAMAGE | CRITICAL |
|--------------|--------|--------------|
| | | 20/x3 |

ADD:

+2 Attack Bonus when Charging
 +2 Attack Bonus when Flanking
 - 4 Attack Bonus when Fighting Defensively

Skills

| SKILL NAME | MOD | SKILL NAME | MOD |
|----------------|------------|----------------------|------------|
| Appraise | +3 | Knowledge (arcana) | |
| Balance | +9 | Knowledge (dungeon) | |
| Bluff | +6 | Knowledge (nature) | |
| Climb | +7 | Knowledge (religion) | |
| Concentration | +2 | Knowledge (local) | +5 |
| Craft | +5 | Listen | +14 |
| Diplomacy | +3 | Move Silently | +13 |
| Disable Device | +18 | Ride | +7 |
| Disguise | +3 | Search | +18 |
| Escape Artist | +12 | Sense Motive | +2 |
| Forgery | +3 | Spellcraft | |
| Gather Info | +3 | Spot | +18 |
| Handle Animal | | Survival | +1 |
| Heal | +1 | Swim | +2 |
| Hide | +23 | Tumble | +20 |
| Intimidate | +3 | Use Magic Device | +16 |
| Jump | +8 | Use Rope | +12 |