



Sheet Created by Lisa McConnell

Tommy Burrowbank **Halfling**
 Character Name Race
 NE Male 14 3'6" 38lbs S
 Align Gender Age Height Weight Size
 Medium Green Blonde
 Complexion Eyes Hair

Class	Lvl	HD	Skills	Location
Rogue	4	4		
Assassin	1	1		

Level Adj. 5 Total Level 5
 Total Exp. _____ Next Level _____

Ability Scores

	Permanent		Temporary		
STR	10	0			
DEX	22	6			
CON	12	1			
INT	14	2			
WIS	10	0			
CHA	14	2			

Hit Points

39 _____
 Total Current

Initiative

6 = **6** + _____ + _____
 Total Dex Misc Temp

Saving Throws

Fort.	4	=	1	+	1	+	1	+	1	+	_____		
Ref.	13	=	5	+	6	+	1	+	1	+	_____		
Will	3	=	1	+	0	+	1	+	1	+	_____		
			Total		Base		Abil		Mag		Misc		Temp

SR _____ DR _____

Notes:

Armor Class

22 = **10** + **4** + **5** + **1** + **2**
 Total Armor Dex Size Misc

17 **18** _____ _____
 Flat Footed Touch Attacks Arcane Failure Armor Check

Notes:

Skills

Skill Name	Total	Ranks	Misc	Ability	Class
Acrobatics	13	= 2	+ 5	+ 6	Dex X
Appraise	2	=	+	+ 2	Int X
Bluff	9	= 4	+ 3	+ 2	Cha X
Climb	10	= 4	+ 6	+ 0	Str X
Craft	2	=	+	+ 2	Int X
Craft	2	=	+	+ 2	Int
Diplomacy	2	=	+	+ 2	Cha X
Disable Device	19	= 4	+ 9	+ 6	Dex X
Disguise	7	= 2	+ 3	+ 2	Cha X
Escape Artist	19	= 4	+ 9	+ 6	Dex X
Fly	6	=	+	+ 6	Dex
Handle Animal	2	=	+	+ 2	Cha
Heal	0	=	+	+ 0	Wis
Intimidate	7	= 2	+ 3	+ 2	Cha X
Knowledge Arcana	2	=	+	+ 2	Int
Knowledge Dungeons	2	=	+	+ 2	Int
Knowledge Engineering	2	=	+	+ 2	Int
Knowledge Geography	2	=	+	+ 2	Int
Knowledge History	2	=	+	+ 2	Int
Knowledge Local	11	= 4	+ 5	+ 2	Int X
Knowledge Nature	2	=	+	+ 2	Int
Knowledge Nobility	2	=	+	+ 2	Int
Knowledge Planes	2	=	+	+ 2	Int
Knowledge Religion	2	=	+	+ 2	Int
Linguistics	2	=	+	+ 2	Int X
Perception	9	= 4	+ 5	+ 0	Wis X
Perform	2	=	+	+ 2	Cha
Perform	2	=	+	+ 2	Cha
Profession	0	=	+	+ 0	Wis
Profession	0	=	+	+ 0	Wis
Ride	6	=	+	+ 6	Dex
Sense Motive	4	= 1	+ 3	+ 0	Wis X
Sleight of Hand	13	= 4	+ 3	+ 6	Dex X
Spellcraft	2	=	+	+ 2	Int
Stealth	18	= 5	+ 7	+ 6	Dex X
Survival	1	=	+ 1	+ 0	Wis X
Swim	3	= 3	+	+ 0	Str X
Use Magic Device	9	= 4	+ 3	+ 2	Cha X
	0				---
	0				---

Notes:

Combat Maneuver Bonus

4 = **3** + **0** + **1** + _____
 Total BAB Str Size Misc

Combat Maneuver Defense

20 = **10** + **3** + **0** + **6** + **1**
 Total BAB Str Dex Size

Equipment

Head ~ Bolero hat

Headband ~ Black silk scarf

Eyes ~

Face ~

Neck ~

Shoulders ~ Cloak of Resistance +1

Body: Armor/Shields ~ Studded Leather Armor +1

Body: Robes ~

Chest ~ Vest of Escape

Waist ~ Black leather belt with pouches/scabbard for cutlass

Feet ~ Black soft leather boots with

Wrists ~

Hands ~ Black leather gloves

Ring (Left) ~ Ring of Poison Pill

Ring (Right) ~ Ring of Protection +1

Proficient with all simple weapons, hand crossbow, rapier, sap, short sword, short bow, halfling sling staff, crossbow, dagger, dart

Masterwork thieves tools, caltrops, waterskin, 50' rope

Courtiers outfit, Travelers outfit, Explorers (Dark Business) outfit

(2) vials of anti-toxin

Vial of large scorpion venom

Vial of blue whinnis poison

Sunrod

"History of Riddleport" book (+2 to Knowledge check)

Carrying Capacity

Light Load	33	Lift over Head	100
Medium Load	34-66	Lift off Ground	200
Heavy Load	67-100	Drag or Push	500

Movement

Base	20
Hustle	
Run (x3)	60
Run (x4)	80

Language

Common	
Halfling	
Gnome	
Elven	

Wealth

Copper	
Silver	77
Gold	4418
Platinum	

Spells

	Ability	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th
Bonus															
	Arcane														
	Divine														
	DC														

Spell Save DC = 10 + spell level + ability modifier

Notes

Racial Traits and Special Abilities

+2 Will save versus Fear Effects

Class Traits and Special Abilities

Sneak Attack +3d6

Trapfinding (add half level to roll)

Evasion: save to take half dmg (on a failure) or 0 damage on a success

Trap Sense (+1 Reflex to avoid traps)

Uncanny Dodge (Cannot be caught flat-footed)

"Rigging Monkey": +1 to Climb Skill; Climb is always a Class Skill

"Poverty Stricken": +1 to Survival Skill; Survival is always a Class Skill

Death Attack: Fort save DC 13 (description on p.378-379)

Poison Use: Cannot poison self (p.379)

Character Information

Deity

Nocticula

Symbol

Practices

Homeland

Cheliox

Family

Mother (Tish) and Sara (Sister) hopefully alive in Kintargo

Notes

Mystical Cyphergate symbol on back of left hand, Nocticula symbol back of neck under hair, Black Dog geas on left chest

Alias: Tommy Spatz, Tommy Blacktoes

Experience Chart

Lvl	Slow	Medium	Fast	Feat	Ability	Epic Level Rules
1	0	0	0	1 st	-	Experience: To gain a level beyond 20 th a character must double the experience needed to reach the previous level. Scaling Powers: Hit dice, base attack bonuses, skill points and saving throws continue to increase at the same rate beyond 20 th level though no character may ever have more than 4 attacks based on its base attack bonus. Class abilities that have a set, increasing rate continue to progress at the appropriate rate. Spells: A spellcaster's caster level continues to increase by one for each level beyond 20 th . Every odd-numbered level a spellcaster gains access to a new level of spell one above his previous maximum level, gaining a spell slot in that new level. These spell slots can be used to prepare or cast spells adjusted by metamagic feats or of any known spell of lower level. Every even-numbered level, a spellcaster gains additional spell slots equal to the highest level spell he can currently cast. He can split these new slots any way he wants among the slots he currently has access to. Spell casters who have a limited number of spells known (such as bards or sorcerers) can opt out of the benefits they gain (either a new level of spells or a number of spell slots) for that level and in exchange can learn two more spells of any level they can currently cast. Multiclassing/Prestige Classes: The easiest way to go beyond 20 th level is to take a new class or a prestige class as you gain all the new abilities and bonuses of the new class normally, making 20 th level a hard limit for classes but not characters.
2	3,000	2,000	1,300	-	-	
3	7,500	5,000	3,300	2 nd	-	
4	14,000	9,000	6,000	-	1 st	
5	23,000	15,000	10,000	3 rd	-	
6	35,000	23,000	15,000	-	-	
7	53,000	35,000	23,000	4 th	-	
8	77,000	51,000	34,000	-	2 nd	
9	115,000	75,000	50,000	5 th	-	
10	160,000	105,000	71,000	-	-	
11	235,000	155,000	105,000	6 th	-	
12	330,000	220,000	145,000	-	3 rd	
13	475,000	315,000	210,000	7 th	-	
14	665,000	445,000	295,000	-	-	
15	955,000	635,000	425,000	8 th	-	
16	1,350,000	890,000	600,000	-	4 th	
17	1,900,000	1,300,000	850,000	9 th	-	
18	2,700,000	1,800,000	1,200,000	-	-	
19	3,850,000	2,550,000	1,700,000	10 th	-	
20	5,350,000	3,600,000	2,400,000	-	5 th	