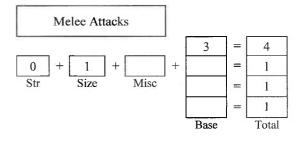
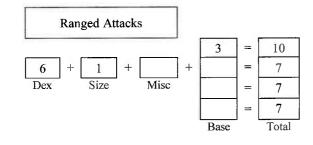
Tommy Burrowbank Character Name NE Male 14			3'6	Halfl Rac	e	10	AT	Į.	F		'n	DER							
Align Medium	Gender	Age	Heig Green			Q.	Mark.		The distriction	01	McConr		通過量	20					
Complexion	_		Eyes		Hair		187		Skil	ls				بالأبرو					
Class	L	vl	HD	Skills	Location	r <del></del> 0							41.22		01				
Rogue	4		4	DKIIIS	Location	Skill Name Acrobatics	Total	=	Rank 2	S +	Misc 5	+	Abili 6	Dex	Class				
Assassin			1			Appraise	2	=		+		+	2	Int	×				
1100400111						Bluff	9	=	4	+	3	+	2	Cha	X				
	_					Climb	10	=	4	+	6		0	Str	X				
						Craft	2	=	7	+		+	2	Int	X				
						Craft	2	=		+		+	2	Int	-,				
Level Adj.		5	Tota	l Level	5	Diplomacy	2	=		+		+	2	Cha	×				
Total Exp.			Nex-	t Level		Disable Device	19	-	4	+	9	+	6	Dex	×				
				-		Disguise	7	=	2	+	3	+	2	Cha	×				
		Abi	lity Scor	es		Escape Artist	19	=	4	+	9	+	6	Dex	×				
	manent	Tem	porary			Fly	6	=		+		+	6	Dex					
STR 10	0					Handle Animal	2	=		+		+	2	Cha					
DEX 22	6					Heal	0_	=		+		+	0	Wis					
CON 12	1			-		Intimidate	7	=	2	+	3	+	2	Cha	X				
INT 14		-				Knowledge Arcana	2	=		+		+	2	Int					
WIS 10			-			Knowledge Dungeons	2	=	_	+		+	2	Int					
CHA 14	2					Knowledge Engineering	2	=		+		+ +	2	Int Int					
Hit Po	ninta	7 [		Initiati	110	Knowledge Geography Knowledge History	2	=		+			2	Int					
пиг	Jints			Initiati	ve	Knowledge Local	11	_	4	+	5		2	Int	×				
F		-i -				Knowledge Nature	2	=	-	+		+	2	Int					
39			6 =		+	Knowledge Nobility	2	=		+		+	2	Int					
			Total	Dex	Misc Temp	Knowledge Planes	2	=		+		+	2	Int					
Total	Current					Knowledge Religion	2	=		+		+	2	Int					
						Linguistics	2	=		+		+	2	Int	×				
		Savi	ng Thro	ws		Perception	9	=	4	+	5	+	0	Wis	×				
						Perform	2	=		+		+	2	Cha					
Fort. 4	= 1	+	1 +	1 + 1	+	Perform	2	=		+		+	2	Cha					
Ref. 13	3 = 5	+	6 +	1 + 1	+	Profession	0_	=	/	+		+	0	Wis					
Will 3	= 1	<b>-</b>   + -	0 +	1 + 1		Profession	0	=		+		+	0	Wis					
Tota			Abil	Mag Mis		Ride	6	=		+		+	6	Dex					
SR	<u> </u>			DR		Sense Motive Sleight of Hand	4	=	1	+	3	+	0	Wis Dex	×				
ore	L					Spellcraft	13	=	4	+ +	3		2	Int	×				
Notes:						Stealth	18	=	5	+	7		6	Dex	×				
						Survival	1	=	J	+	1	+	0	Wis	×				
						Swim	3	-	3	+		+	0	Str	×				
						Use Magic Device	9	=	4	+	3	+	2	Cha	X				
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		Arı	nor Cla	SS	اساس فيجتالها	Notes:									(9)				
			3 -																
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17		18				Co	mbat	t N	<b>Tane</b>	uv	er B	on	us						
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Notes:			——————————————————————————————————————			Total BA		B. #	Str		D		ze		Misc				
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						20 = 10		3	] + [	(		- [	6	] + [	1				
						Total	BA	AВ		S	τι		Dex		Size				

Armor & Protection	Туре	Armor Bonus	Max Dex	Armor Check	Spell Failure	Speed	lbs	Special Qualities
Studded Leather Armor +1	L	4	5	0	10	20'		+1 magic bonus to AC
Cloak of Resistance								+1 to all saving throws
Ring of Protection								+1 magic bonus to AC
	0							

## Combat



Main	Off



Weapons	Attack Bonus	Damage	Critical	Range	Special Qualities
Cutlass +2	12	1d6+2	19-20X2		Piercing Weapon
Dagger	10	1d3	19-20X2	10'	Piercing/Slashing
Masterwork Sling Staff	10	1d6	X3	80'	Bludgeoning
Repeating Crossbow	10	1d8	19-20X2	120'	Piercing (5 bolts - Medium Spider Venom)
Sap	4	1d4	X2		Non-lethal

Feats	Location	Description
Combat Expertise		
Weapon Finesse	Rogue Talent	Use Dex bonus to hit in melee instead of Str bonus
Dodge		+1 to Ac
Weapon Training	Rogue Talent	Short sword or Cutlass
Improved Feint		Use Feint as a move action
		***************************************

istance + Studded with portions with	Leather		+1		Maste Court (2) via Vial c Vial c		ieves too t, Travel i-toxin	halfling ols, caltro ers outfit	sling sta	iff, crossbrskin, 50'	rope	ger, dar				
istance + Studded with por	Leather		+1		Court (2) via Vial c Vial c	iers outfi als of ant of large so of blue wh	t, Travel i-toxin	ers outfit				s) outfit				
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Studded with por	Leather		+1		Vial o	of large so of blue wl	orpion v									
Studded with por	Leather		+1		Vial o	of blue whole d										
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with poi	uches/sc		+1													
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	11							Carryin	Capaci	ty						
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Hands ~ Black leather gloves							3.	4-66	Lit	t off	20	00				
Ring (Left) ~ Ring of Poison Pill							67	z-100			50	20				
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	Elven					Go	old		8							
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		Wine.		Spe	ells											
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th				
	Spell	Save I	DC = 1	0 + spe	ll level	+ abilit	y modi	fier	1							
S	son Pill rotection	Common Halfling Gnome Elven	Common Halfling Gnome Elven  1st 2nd 3rd	Common Halfling Gnome Elven  1st 2nd 3rd 4th	Common Halfling Gnome Elven  Special Strategies   Strateg	Common   Halfling   Gnome   Elven   Spells	Medium   Load   Heavy Load	Medium   Load   3-	Light Load 33  Medium Load 34-66  Heavy Load 67-100  Language  Common Halfling Gnome Elven  Elven  Gold 441  Platinum  Spells	Light Load 33 Lift Hood 34-66 Greater Son Pill Son Pill Load 34-66 Greater Son Pill Load 67-100 Drag.    Language   Wealt	Light Load   33	Light Load   33				

## **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 Cheliax **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 <sup>st</sup>	¥3	Experience: To gain a level beyond 20th a character must double the experience
2	3,000	2,000	1.300	-	-	needed to reach the previous level.
3	7,500	5,000	3,300	$2^{nd}$	-	Scaling Powers: Hit dice, base attack bonuses, skill points and saving throws
4	14,000	9,000	6,000	-	1 st	continue to increase at the same rate beyond 20th level though no character may
5	23.000	15,000	10,000	$3^{rd}$	-	ever have more than 4 attacks based on its base attack bonus. Class abilities that
6	35,000	23,000	15,000	-	⊋:	have a set, increasing rate continue to progress at the appropriate rate.
7	53,000	35,000	23,000	$4^{th}$	-	Spells: A spellcaster's caster level continues to increase by one for each level
8	77,000	51,000	34,000	-	2 <sup>nd</sup>	beyond 20th. Every odd-numbered level a spellcaster gains access to a new level of
9	115,000	75,000	50,000	5 <sup>th</sup>		spell one above his previous maximum level, gaining a spell slot in that new level
10	160,000	105,000	71,000	-	-	These spell slots can be used to prepare or cast spells adjusted by metamagic feats
11	235,000	155,000	105,000	$6^{\text{th}}$	-	or of any known spell of lower level. Every even-numbered level, a spellcaster
12	330,000	220,000	145,000	-	$3^{rd}$	gains additional spell slots equal to the highest level spell he can currently cast.
13	475,000	315,000	210,000	7 <sup>th</sup>	€	He can split these new slots any way he wants among the slots he currently has
14	665,000	445,000	295,000	-	-	access to Spell casters who have a limited number of spells known (such as bards
15	955,000	635,000	425,000	$8^{\mathrm{th}}$	-	or sorcerers) can opt out of the benefits they gain (either a new level of spells or a
16	1,350,000	890,000	600,000	-	4 <sup>th</sup>	number of spell slots) for that level and in exchange can learn two more spells of any
17	1,900,000	1,300,000	850,000	9 <sup>th</sup>		level they can currently cast.
18	2,700,000	1,800,000	1,200,000		10	Multiclassing/Prestige Classes: The easiest way to go beyond 20th level is to take a
19	3,850,000	2,550,000	1,700,000	10th	-	new class or a prestige class as you gain all the new abilities and bonuses of the new
20	5,350,000	3,600,000	2,400,000	-	5th	class normally, making 20 <sup>th</sup> level a hard limit for classes but not characters.