CHARACTER	PLAYER
Tommy "Blacktoes" Burrowbank (aka Tommy Spatz)	Kevin Lofton

CLEAR PLAYER INFORMATION

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
Halfling	Small	Male	3'7"	38lbs.

AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION
14	NE	None	Thief/Pirate/Slave

LANGUAGES: Common, Halfling, Gnome, Elven

NECEROS.COM 1.1.2

RESET CHARACTER SHEET

PATHFINDER ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	10	0	10			
DEX DEXTERITY	19	+4	19			
CON CONSTITUTION	12	+1	12			
INT INTELLIGENCE	14	+2	14			
WIS WISDOM	10	0	10			
CHA CHARISMA	14	+2	14			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

CURRENT HP	HP GAINED	HD
	33	4
TEMPORARY HP		
TOTAL HP	33	

CLASS RECORDER

CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
Rogue	3	8	1	4	1	4
FAVORED CLASS: Rogue — TOTALS	+3	8	+1	+4	+1	4

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL	= 10 +	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	19		+2	0	+4	+1	+1		+1		
TOUCH ARMOR CLASS	17				+4	+1	+1		+1		
FLAT-FOOT ARMOR CLASS	14		+2	0		+1			+1		

ARMOR PENALTY	0
MAX DEX	+6
SPELL FAILURE	10%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE		
FORT FORTITUDE	+4	+1	+1	+1	+1	
REF REFLEX	+10	+4	+4	+1	+1	+1 to avoid traps/ +2 AC versus trap attacks
WILL WILLPOWER	+3	+1	0	+1	+1	+2 to save vs Fear Effects

ATTACKS	TOTAL		BASE ATTACK BONUS		ABILITY	SIZE	
MELEE ATTACK MODIFIER	+4		+3		0	+1	
RANGED ATTACK MODIFIER	+8		+3		+4	+1	
CMB TO ATTACK	+2		+3		0	-1	
CMD TO DEFEND	+16	= 10 +	+3	DEX +4	STR 0	-1	

SKILLS

CLEAR SKILLS — 44 RANKS — ARMOR PENALTY 0

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
☑ Acrobatics ◆	DEX	11	2	4	3	2	
☑ Appraise	INT	2	0	2	0		
☑ Bluff	CHA	9	4	2	3		
☑ Climb ◆	STR	10	4	0	3	2	1
☑ Craft:	INT	2	0	2	0		
☐ Craft:	INT	2	0	2	0		
☑ Diplomacy	CHA	2	0	2	0		
☑ Disable Device ◆	DEX	17	4	4	3	4	2
☑ Disguise	CHA	2	0	2	0		
☑ Escape Artist ◆	DEX	17	4	4	3	6	
☐ Fly ◆	DEX	4	0	4	0		
☐ Handle Animal	CHA	--	0	2	0		
☐ Heal	WIS	0	0	0	0		
☑ Intimidate	CHA	2	0	2	0		
☑ Kn: *Dungeoneering*	INT	--	0	2	0		
☑ Kn: *Local Riddleport*	INT	11	4	2	3	2	
☐ Kn:	INT	--	0	2	0		
☐ Kn:	INT	--	0	2	0		
☐ Kn:	INT	--	0	2	0		
☐ Kn:	INT	--	0	2	0		
☑ Linguistics	INT	--	0	2	0		
☑ Perception	WIS	9	4	0	3	2	
☑ Perform	CHA	2	0	2	0		
☑ Profession:	WIS	6	3	0	3		
☐ Ride ◆	DEX	4	0	4	0		
☑ Sense Motive	WIS	0	0	0	0		
☑ Sleight of Hand ◆	DEX	11	4	4	3		
☐ Spellcraft	INT	--	0	2	0		
☑ Stealth ◆	DEX	15	4	4	3	4	
☑ Survival	WIS	1	0	0	0	1	
☑ Swim ◆	STR	6	3	0	3		
☑ Use Magic Device	CHA	9	4	2	3		
☐	CHA	2	0	2	0		
☐	CHA	2	0	2	0		
☐	CHA	2	0	2	0		

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ◆ ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Point Blank Shot: +1 attk/dmg within 30' of target

- Weapon Finesse (Rogue Talent 1: Finesse Rogue)

Dodge: +1 to Ac

- Weapon Training: Short Sword - +1 (Rogue Talent 2: Combat Fec

CLEAR EXPERIENCE

EXPERIENCE — SLOW ☑ MEDIUM ☐ FAST ☐ — /

INIT INITIATIVE	4	SPEED	FLY	SWIM	CLIMB	
		20'		5'	5'	

DR DAMAGE REDUCTION		
SR SPELL RESIST		
AP ACTION POINTS	4	*Four d6 action die*
Infamy Pts.	4	*Gold Coins earned 1 at each level*

RESISTANCES

RESISTANCES

CLEAR ARMOR AND SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENATLY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor: Leather Armor		2	6	0	10		S	Leather
Shield								

PROFICIENCIES

Light Armor, all simple weapons, hand crossbow, rapier, sap, short bow, short sword, halfling sling staff

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Cutlass +2 (equivalent to a human size short sword)	2	11							1d6+2	19-20/X2		M	P	
Masterwork Sling Staff		9							1d6	X3	80'	M	B	40 Sling Bullets
Dagger		3							1d3	19-20/X2	10'	S	P/S	
Shortsword (coated in alchemical silver)		9							1d6-1	19-20/X2		M	P	
Sap		3							1d4	X2			B	non-lethal damage

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EQUIPMENT

CLEAR

QTY	⌘	ITEM	WEIGHT
1		Masterwork Thieves Tools	
1		Caltrops in a small bag	
1		Waterskin	
1		Belt-pouch containing 40 sling bullets	
1		Traveler's Outfit	
1		"Dark Business" Explorer's Outfit	
4		Vials of Anti-Toxin	
2	50'	Rope (100' total)	
1		Sunrod	
1		Book: History of Riddleport	
1		Courtier's Outfit	
		TOTAL WEIGHT	0

MAGIC ITEMS

CLEAR

⌘	ITEM	USES & CHARGES
	Feather Token - Whip	1
	Ring of Protection +1	
	Cloak of Resistance +1	
	Vest of Escape (+6 Escape Artist/+4 Stealth)	

WORN EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	Cloak of Resistance +1
TORSO	Vest of Escape
ARMS	
HANDS	
RING	Ring of Protection +1 on Right Hand (index)
RING	
WAIST	
FEET	

SPECIAL ABILITIES

CLEAR

NAME	USES/DAY
Sneak Attack +2d6	
Trapfinding (add half of level to roll to find traps)	
Evasion (save to take half or no damage)	
Trap Sense (+1 Reflex to avoid trap)	
Uncanny Dodge (cannot be caught flat footed)	
+2 Save Versus Fear (racial)	
"Rigging Monkey": +1 to Climb; always class skill	
"Poverty Stricken": +1 to Survival; always class skil	

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	34-66	67-100	N	100	200	500

WEALTH

CLEAR

CURRENCY		TREASURE
P		
G	4,418	
S	77	
C		
OTHER		

BAGS & CONTAINERS

CLEAR

⌘	CONTAINER	VOLUME	WEIGHT
1	Backpack		
2	Large Sacks		
1	Scroll case		
1	Belt Pouch		

NOTES

CLEAR

- from Kintargo in Cheliax where his he and his family were slaves to a minor noble house.
- spent the last four years in Riddleport on the streets, staying alive by thievery, odd jobs for various bosses, information collector, etc
- has a sister, Sara, and mother, Tish. He rarely speaks of them and is unsure if either is still living in Kintargo (if they still live at all)
- recently worked with Sindawe, Wogan, and Serpent as Saul vanCaskerkin's "hired men" and ran operations at the Gold Goblin Casino
- betrayed by Saul to the crime boss council and is now, along with the rest of the party, "persona non grata" in Riddleport
- sailed on the Wandering Dagger with Captain Clap and Thalios Dondrel, son of Mordekai
- girlfriend is a Tiefling prostitute named Lavender Lil'. Tommy does have feelings for her, but is unsure if she only shows him affection for the money he spends on her.
- Hates Clegg Zincher, Boss Croate and Elias Tammerhawk
- with the help of his friends, took down the dreaded assassin Jessen and her accomplice, the infamous Split-Hog Pauper
- he and his "friends" discovered the insidious serpent man cult operating under the streets of Riddleport and is attempting to thwart one of their sinister plots
- distrusts the mage and girlfriend of Serpent, Samaritha Bel'Dusk.
- He thinks "Sam" is secretly in league with the serpent cult and his party are pawns in her game to reunite the head of the snake idol with its body and bring about the ruin of all civilization
- Acquaintences and Interesting People: Madame Pomadae, Jaren the Jinx, The Splithog Pauper, Saul vanCaskerkin, Thalios Dondrel, The Shadow Man, Mythra the druid werewolf, "Heartbreak" Hinsin, Lavender Lil'

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ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
	0			WIS		
	1st			0		
	2nd			0		
	3rd			0		
	4th			0		
	5th			0		
	6th			0		
	7th			0		
	8th			0		
	9th			0		

SHORT: 25FT + 5FT / 2 LVL

MEDIUM: 100FT + 10FT / LVL

LONG: 400FT + 40FT / LVL

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

CLEAR

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL		TOTAL
STR STRENGTH		AC ARMOR CLASS		HP HIT POINTS	
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK BONUSES

ATTACK	1ST	2ND	3RD	4TH	DAMAGE & CRIT

SPECIAL QUALITIES

SPELLS & POWERS

CLEAR

CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG