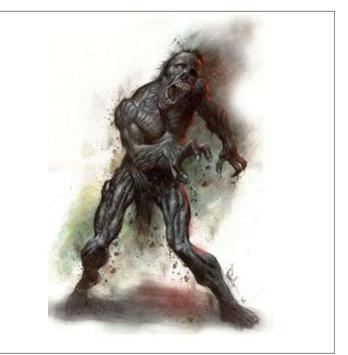
Third Leg Thaddeus

Male ghoul rogue 2 (Ghoul +2) - CL4 - CR 2 Chaotic Evil Undead; Deity: Calistria

Chaotic Evil Un					
Ability	Score	Modifier	Temporary		
STR STRENGTH	13	+1			
DEX DEXTERITY	15	+2			
CON CONSTITUTION	-	+2			
INT INTELLIGENCE	13	+1			
WISDOM	14	+2			
CHA CHARISMA	14	+2			
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes		
FORTITUDE (CONSTITUTION)	+2 =	+2 ce: +2 bonus vs. chan	neled energy		
REFLEX (DEXTERITY)	+5 = +3 Channel Resistan	+2 ce: +2 bonus vs. chan	neled energy		
WILL	+5 = +3	+2			
(WISDOM)		ce: +2 bonus vs. chan	neled energy		
Immunity to Ability Drain Immunity to Nonlethal Damage					
Immunity to Bleeds Immunity to Paralysis					
Immunity to Death Effects Immunity to Physical Ability Damage					
Immunity to Disease Immunity to Poison					
Immunity to E		Immunity to Sleep			
	Exhaustod	Immunity to	Stunning		
-	Exhausted	Immunity to	_		
Immunity t	o Fatigue	Immunity to Undead	_		
Immunity to Immunity to Mind-	o Fatigue Affecting effects	Undead	Traits		
Immunity to Immunity to Mind- Total	o Fatigue Affecting effects Armor Shield [Undead	_		
Immunity to Mind- Total	o Fatigue Affecting effects Armor Shield [Undead	Traits		
Immunity to Immunity to Mind- Total	o Fatigue Affecting effects Armor Shield [=	Undead Dex Size Natur De +2 +2 +2 Footed AC	Traits		
Immunity to Mind- Total	o Fatigue Affecting effects Armor Shield [Undead	Traits		
Immunity to Immunity to Mind- Total AC 14 = Touch AC	o Fatigue Affecting effects Armor Shield and	Undead	Traits flec Dodge Misc 12 ize Misc -		
Immunity to Immunity to Mind- Total AC 14 = Touch AC	o Fatigue Affecting effects Armor Shield = 12 Flat-BAR +3 +2	Undead	Traits flec Dodge Misc 12 ize Misc -		
Immunity to Mind- Total AC 14 Touch AC CM Bonus	o Fatigue Affecting effects Armor Shield I = - 12 Flat-BAR +3 = +2 15 = 10	Undead	Traits flec Dodge Misc 12 ize Misc - Dexterity Size +2 -		
Immunity to Mind- Total AC 14 = Touch AC CM Bonus CM Defense	o Fatigue Affecting effects Armor Shield I = - 12 Flat-BAR +3 = +2 15 = 10 k - -	Undead	Traits flec Dodge Misc flec Misc flec Misc flec Dodge Misc flec Misc flec Misc		
Immunity to Mind- Total AC 14 Touch AC CM Bonus CM Defense Base Attac	o Fatigue Affecting effects Armor Shield I = - 12 Flat-BAF +3 = 15 = 10 k -	Undead	Traits flec Dodge Misc 12 ize Misc - Dexterity Size +2 -		
Immunity to Mind- Total AC 14 = Touch AC CM Bonus CM Defense Base Attac Initiative	o Fatigue Affecting effects Armor Shield I = - 12 Flat-BAE +3 = +2 15 = 10 k - - 30 - 30	Undead	Traits flec Dodge Misc 12 ize Misc - Dexterity Size +2 -		
Immunity to Mind- Total AC 14 = Touch AC CM Bonus CM Defense Base Attac Initiative	o Fatigue Affecting effects Armor Shield I = - 12 Flat-BAR +3 = 15 = 10 k - 30 Bite (0)	Undead	Traits flec Dodge Misc 12 ize Misc - Dexterity Size +2 -		
Immunity to Mind- Total AC 14 Total Total AC 14 CM Bonus CM Bonus CM Defense Base Attac Initiative Speed	o Fatigue Affecting effects Armor Shield I =	Undead	Traits flec Dodge Misc 12 ize Misc - Dexterity Size +2 - IP 25 mage / Current HP Crit: x2		
Immunity to Mind- Total AC 14 Touch AC CM Bonus CM Defense Base Attac Initiative Speed	o Fatigue Affecting effects Armor Shield I =	Undead Dex Size Natur De +2 +2 - Footed AC - 3 Strength S 2 +1 - BAB Strength +2 +1 - -2 - Dft - Ghoul) Ius disease	Traits flec Dodge Misc 12 ize Misc - Dexterity Size +2 - IP 25 mage / Current HP Crit: x2		





Skill Name	Total	Ability	Ranks	Temp		
Acrobatics	+8	DEX (2)	3			
Appraise	+1	INT (1)	-			
Bluff	+7	CHA (2)	2			
^U Climb	+6	STR (1)	2			
Diplomacy	+7	CHA (2)	2			
[♥] [₽] Disable Device	+6	DEX (2)	2			
Disguise	+7	CHA (2)	2			
Escape Artist	+7	DEX (2)	2			
⁰ Fly	+2	DEX (2)	-			
Heal	+2	WIS (2)	-			
Intimidate	+7	CHA (2)	2			
Perception	+7	WIS (2)	2			
Trapfinding: +1 to locate traps						
Ride	+2	DEX (2)	-			
Sense Motive	+7	WIS (2)	2			
Sleight of Hand	+7	DEX (2)	2			
⁰ Stealth	+7	DEX (2)	2			
Survival	+4	WIS (2)	2			
[♥] Swim	+6	STR (1)	2			
Use Magic Device	+6	CHA (2)	1			

Feats

Armor Proficiency (Light) Combat Reflexes (3 AoO/round) Rogue Weapon Proficiencies Simple Weapon Proficiency - All Weapon Finesse

Special Abilities

Bleeding Attack +1 (Ex)

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Gear

Total Weight Carried: 0/150 lbs, Light Load (Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs) Artisan's outfit (Free) Money

Special Abilities

Channel Resistance +2 Darkvision (60 feet) Disease (DC 13) (Su) Evasion (Ex) Paralysis (1d4+1elves are immune, DC 13, DC 13) Sneak Attack +1d6 Trapfinding +1

Languages

Common

Osiriani

Experience & Wealth

Experience Points: **9000**/15000 Current Cash: **You have no money!** Reputation: **Fame: 6, PP: 6, 100 miles.**