

Third Leg Thaddeus

Male ghoulish rogue 2 (Ghoul +2) - CL4 - CR 2

Chaotic Evil Undead; Deity: Calistria

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	-	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	<input type="text"/>	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>
Channel Resistance: +2 bonus vs. channeled energy							
REFLEX (DEXTERITY)	+5	=	<input type="text"/>	+3	+2	<input type="text"/>	<input type="text"/>
Channel Resistance: +2 bonus vs. channeled energy							
WILL (WISDOM)	+5	=	<input type="text"/>	+3	+2	<input type="text"/>	<input type="text"/>
Channel Resistance: +2 bonus vs. channeled 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 Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting effects	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=	<input type="text"/>	<input type="text"/>	+2	<input type="text"/>	+2	<input type="text"/>	<input type="text"/>
Touch AC	<input type="text"/>	12	Flat-Footed AC	<input type="text"/>	12			
CM Bonus	+3	=	<input type="text"/>	+2	<input type="text"/>	+1	<input type="text"/>	<input type="text"/>

CM Defense	Total	BAB	Strength	Dexterity	Size
15	=	<input type="text"/>	10	+2	+1
		+2	+1	+2	-

Base Attack	+2	HP	25
Initiative	+2	Damage / Current HP	
Speed	30 ft		

Bite (Ghoul)

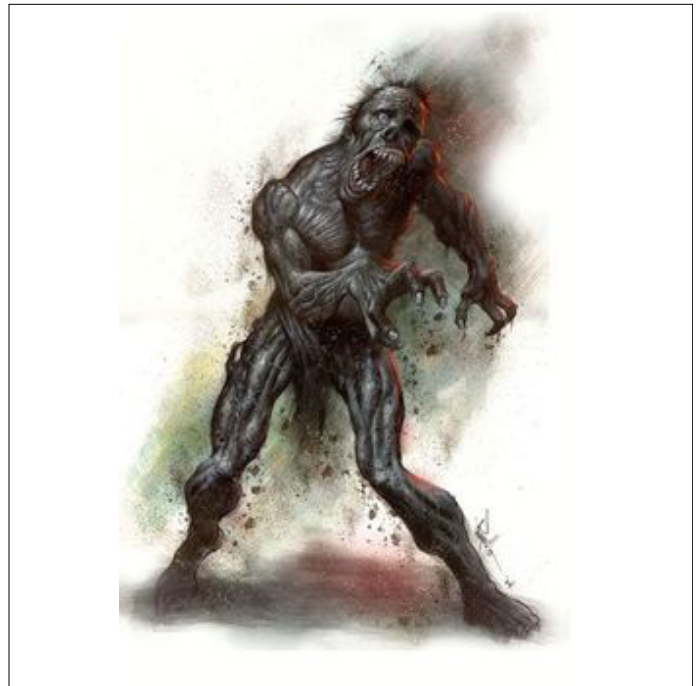
Main hand: **+4, 1d6+1 plus disease**

Crit: x2
Light, B/P/S

Claw x2 (Ghoul)

Main hand: **+4, 1d6+1**

Crit: x2
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (2)	3	
Appraise	+1	INT (1)	-	
Bluff	+7	CHA (2)	2	
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	
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	
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)

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

Experience & Wealth

Experience Points: **9000**/15000

Current Cash: **You have no money!**

Reputation: **Fame: 6, PP: 6, 100 miles.**

Languages

Common

Osiriani