

Halfling Rogue



Female Halfling Rogue 7 - CR 6

Chaotic Good Humanoid (Halfling); Age: 26; Height: 3';
Weight: 34lb.; Eyes: Sienna; Hair: Red; Skin: Pale

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	20/22	+5/+6	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+2	+2	+1	+1		
		Fearless: +2 vs. fear					

REFLEX (DEXTERITY)	+13 =	+5	+6	+1	+1		
		Trap Sense: +2 bonus vs. traps, Fearless: +2 vs. fear					

WILL (WISDOM)	+5 =	+2	+1	+1	+1		
		Fearless: +2 vs. fear					

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	24 =	+5		+6	+1		+1	+1	

Touch AC	19	Flat-Footed AC	17
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Trap Sense: +2 bonus vs. traps

	CM Bonus	BAB	Strength	Size	Misc
	+8 =	+5	+4*	-1	-

	CM Defense	BAB	Strength	Dexterity	Size
	26 = 10	+5	+4*	+6*	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+5	HP	77
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Damage / Current HP

Initiative	+6
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Speed	20 ft
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+1 Keen Rapier

Mainhand: **+14, 1d4+5** Crit: 15-20/x2
Both Hands: **+14, 1d4+5** 1-Hand, P

Dagger

Mainhand: **+12, 1d3+4** Crit: 19-20/x2
Rng: 10'
Ranged: **+12, 1d3+4** Light, P/S

Masterwork Composite shortbow (Str +4)

Ranged, Both Hands: **+13, 1d4+4** Crit: x3
Rng: 70'
2-Hand, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+18	DEX (6)	7	
Speed less than 30' : -4 jump				
Appraise	+1	INT (1)	-	
Bluff	+11	CHA (1)	7	
Climb	+10	STR (4)	1	
Diplomacy	+5	CHA (1)	1	
Disable Device	+17	DEX (6)	7	
Disguise	+5	CHA (1)	1	
Escape Artist	+16	DEX (6)	7	
Fly	+8	DEX (6)	-	
Handle Animal	-	CHA (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (1)	1	
Knowledge (dungeoneering)	+5	INT (1)	1	
Linguistics	+5	INT (1)	1	
Perception	+13	WIS (1)	7	
Trapfinding: +3 to locate traps				
Ride	+6	DEX (6)	-	
Sense Motive	+11	WIS (1)	7	
Sleight of Hand	+10	DEX (6)	1	
Spellcraft	-	INT (1)	-	
Stealth	+20	DEX (6)	7	
Survival	+1	WIS (1)	-	
Swim	+4	STR (4)	-	
Use Magic Device	+11	CHA (1)	7	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Combat Reflexes (7 AoO/round)

You can make extra attacks of opportunity.

Dodge

+1 AC.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Weapon Focus (Rapier)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special Abilities

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

+1 Mithral Chain shirt

+5

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: **35000/51000**
Current Cash: **25 GP, 3 SP, 5 CP**

Gear

Total Weight Carried: 17.25/225lbs, Light Load
(Light: 75lbs, Medium: 150lbs, Heavy: 225lbs)

+1 Keen Rapier	1 lb
+1 Mithral Chain shirt	6.25 lbs
Acid x2	1 lb
Alchemist's fire x2	1 lb
Arrows x40 <In: Handy haversack (58 @ 18.91	0.075 lbs
Bedroll <In: Handy haversack (58 @ 18.91 lbs)>	1.25 lbs
Belt of physical might (Str & Dex +2)	0.5 lbs
Chalk <In: Handy haversack (58 @ 18.91 lbs)>	-
Cloak of resistance +1	0.5 lbs
Dagger	0.5 lbs
Explorer's Outfit (Free)	-
Flask <In: Handy haversack (58 @ 18.91 lbs)>	1.5 lbs
Grappling hook <In: Handy haversack (58 @ 18.91	4 lbs
Handy haversack (58 @ 18.91 lbs)	2.5 lbs
Masterwork Composite shortbow (Str +4)	1 lb
Money <In: Handy haversack (58 @ 18.91 lbs)>	0.66 lbs
Piton x5 <In: Handy haversack (58 @ 18.91 lbs)>	0.5 lbs
Potion of barkskin +5	-
Potion of cure light wounds	-
Potion of haste x2 <In: Handy haversack (58 @ 18.91	-
Potion of invisibility <In: Handy haversack (58 @ 18.91	-
Ring of protection +1	-
Silk rope <In: Handy haversack (58 @ 18.91 lbs)>	5 lbs
Tindertwig x3 <In: Handy haversack (58 @ 18.91 lbs)>	-
Torch <In: Handy haversack (58 @ 18.91 lbs)>	1 lb
Wand of cure light wounds	-
Waterskin	1 lb

Special Abilities

Fearless

+2 racial bonus vs Fear saves.

Resiliency (1/day) (Ex)

Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be

Sneak Attack +4d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Trap Sense +2 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

Trapfinding +3

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Uncanny Dodge (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized.

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Dagger	<input type="checkbox"/>
Potion of barkskin +5	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of haste	<input type="checkbox"/> <input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Resiliency (1/day) (Ex)	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/>
Wand of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Languages

Common
Dwarven

Gnome
Halfling

Tracked Resources

Acid	<input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>