

Regis

Halfling, Rogue 7th (Neutral Good)
Str 10, Dex 18, Con 15, Int 13, Wis 15, Cha 15

Hit Points (hp) **38** Initiative **+4** Grapple **+1** Damage Reduction
Speed (Foot) **20 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Heavy Mace+2	+8	1d6+2	20 (x2)	Desc: Made of metal and very hard to break
Ranged	Dagger	+10	1d3	19-20 (x2)	Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	20	15 / 20	Mithral Shirt+1 / None		+7	+12	+7

Skills

Appraise	8
Balance	7
Bluff	8
Climb	4
Concentration	2
Decipher Script	3
Diplomacy	8
Disable Device	3
Disguise	2+2
Escape Artist	5
Forgery	5
Gather Information	5
Handle Animal	-
Heal	2
Hide	15
Intimidate	6
Jump	2
Listen	10
Move Silently	10
Open Lock	10
Ride	4
Search	8
Sense Motive	10
Sleight of Hand	10
Speak Language	3
Spellcraft	-
Spot	5
Survival	2+2
Swim	0
Tumble	8
Use Magic Device	-
Use Rope	6
Craft - Sculpting	8
Knowledge - Local	5

Abilities

== Racial Traits: Halfling ==
Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks
+2 on Climb, Jump & Move Silently
+1 on All Saving Throws
+2 Save vs Fear
+1 Attack Bonus with Thrown Weapons and Slings
+2 on Listen Checks

== Class Features: Rogue 7th ==
Sneak Attack: +4d6 damage
Trapfinding
Evasion (Ex): Take no damage on successful Reflex save
Trap Sense (Ex): +2 Reflex vs Traps, +2 AC vs Traps
Uncanny Dodge (Ex)

== Conditional Skill Bonuses ==
+2 on Disguise to act in character [Bluff]
+2 on Survival when following tracks [Search]

== CHARACTER STATUS ==
No errors detected



Languages
Common,

Money
gp sp

Feats

Deft Hands +2 bonus on Sleight of Hand and Use Rope checks
Negotiator +2 bonus on Diplomacy and Sense Motive checks
Acrobatic +2 to Jump and Tumble checks

Equipment

Heavy Mace, Dagger, , , , ,
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Magic Items

Ruby Pendant of Beguiling