

Slippery Pete (Leif)

Halfling, Rogue 1st / Citizen of Elsirnor 1st (Chaotic Good)
 Str 10, Dex 16, Con 13, Int 16, Wis 10, Cha 14

Hit Points (hp)	12	Initiative	+7	Grapple	-4	Damage Reduction
		Speed (Foot)	20 ft.	Spell Fail	0%	Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Short Sword+1	+0	1d4+1	19-20 (x2)	Desc: Popular off-hand weapon
Two-Weapons (off-hand)	Dagger	-1	1d3	19-20 (x2)	<small>Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you</small>
Ranged	Sling+1	+5	1d3+1	20 (x2)	<small>Desc: Favored by Druids and Halflings. Loading is a move action requiring two hands</small>

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	16	14 / 13	Leather / None		+4	+8	+3

Skills	Abilities
Appraise 3	== 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
Balance 5	
Bluff 5	
Climb 5	
Concentration 1	
Decipher Script 5	
Diplomacy 5	== Class Features: Rogue 1st == Sneak Attack: +1d6 damage Trapfinding
Disable Device 5	
Disguise 2	
Escape Artist 5	== Class Features: Citizen of Elsirnor 1st == Weapon Proficiency
Forgery 3	Exmus: - Cast 1 chosen Orison spell 2/day Academia: - Cast 1 chosen Chantrip spell 2/day Apprenticia: - + Expert Level 1 Armitagia: Choose from one of these abilities: - +1 Bonus Feat
Gather Information 5	
Handle Animal -	
Heal 0	
Hide 10	
Intimidate 2	
Jump -4	
Listen 5	== CHARACTER STATUS == No errors detected
Move Silently 10	
Open Lock 5	
Ride 5	
Search 5	
Sense Motive 4	
Sleight of Hand 5	
Speak Language 5	
Spellcraft -	
Spot 0	
Survival 0	
Swim 0	
Tumble 5	
Use Magic Device 5	
Use Rope 5	
Knowledge - Local 8	



Languages
Common, Halfling, Elf, Dwarf, Orc, Goblin

Money
gp sp

Feats
Improved Initiative +4 bonus on Initiative checks
Two-Weapon Fighting Reduce two-weapon fighting penalty by 2

Equipment
Short Sword, Masterwork thieves' tools, Dagger, Silk Rope, Oil, Small Steel Mirror, Everburning torch
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Magic Items
Citizen of Elsirnor
Detect Magic 2/day Mage Hand 2/day Expert: Local Knowledge Bonus Feat: Improved Initiative