

# Tasslehoff

Halfling, Rogue 13th (Chaotic Good)

Str 11, Dex 22, Con 13, Int 14, Wis 12, Cha 14



## 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 13th

Sneak Attack: +7d6 damage  
 Trapfinding  
 Evasion (Ex): Take no damage on successful Reflex save  
 Trap Sense (Ex): +4 Reflex vs Traps, +4 AC vs Traps  
 Improved Uncanny Dodge (Ex)  
 Improved Evasion (Ex): ½ dmg on a failed Reflex save, none if success  
 Defensive Roll (Ex): 1x day, ½ dmg from killing blow, Ref DC (damage)

## Conditional Skill Bonuses

+2 on Survival when following tracks [Search]  
 +2 on Use Magic Device involving scrolls [Decipher Script]  
 +2 on Use Rope involving bindings [Escape Artist]

## CHARACTER STATUS

No errors detected

hp 61

Initiative	+10
Speed	30 ft.
AC	26
Touch/Flatfooted	21/26
Dmg Reduction	0
Spellpower	
Resistance	0
Penetration	15

## Saves

Fortitude	+6
Reflex	+15
Will	+6

## Special Attacks

Grapple	+5
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## Languages

Common, Halfling, Elven, Dwarven

## Money

10000 gp

## Equipment

Leather+3	No Shield
Ring of Protection +3	
Rabbitlayer	Chalk
Masterwork thieves' tools	Inkpen
Amazing Lock	Parchment
Hoopak	Small Steel Mirror
Acid flask	Magnifying glass
Alchemist's fire	Spyglass
Bullets (10)	Silk Rope

## Attacks

One-Handed: Rabbitslayer+2  
**+18/+13**      **1d6+2**      /17-20      (x2)

Desc: +2 Keen Dagger

Ranged: Hoopak+3  
**+19/+14**      **1d6+2**      /20      (x2)

Desc: Powerful slingshot

## Skills

Appraise	12	Ride	6
Balance	12	Search	15
Bluff	2	Sense Motive	1
Climb	10	Sleight of Hand	22
Concentration	1	Speak Language	4
Decipher Script	15	Spellcraft	-
Diplomacy	2	Spot	15
Disable Device	20	Survival	1+2
Disguise	2	Swim	0
Escape Artist	12	Tumble	12
Forgery	2	Use Magic Device	10+2
Gather Information	10	Use Rope	6+2
Handle Animal	-		
Heal	1		
Hide	17		
Intimidate	2		
Jump	14		
Listen	15		
Move Silently	17		
Open Lock	22		

## Feats

Dodge  
 Nimble Fingers  
 Improved Initiative  
 Alertness  
 Weapon Finesse

Gloves of Dexterity +4 (Mage Hand 3/day)  
 Gem of True Seeing

Pouches of Holding  
 Maps

Boots of Striding & Springing