Tacalahaff		Racial Traits: Halfling		4. 15.1 01 1			h 10 C1	
Tasslehoff		Small: +1 to AC, +1 to Attack +2 on Climb, Jump & Move Si		4 to Hide Checks			hp 61	
Halfling, Rogue 13th (Chaotic Go	od)	+1 on All Saving Throws +2 Save vs Fear					Initiative	+10
Halfling, Rogue 13th (Chaotic Go Str 11, Dex 22, Con 13, Int 14, Wis 12, C	ha 14	+1 Attack Bonus with Thrown	Weap	ons and Slings			Speed	30 ft.
		+2 on Listen Checks					AC	26
		Class Features: Rogue Sneak Attack: +7d6 damage	13th	_			Touch/Flatfooted	21/26
		Trapfinding				Dmg Reduction	0	
		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) ———————————————————————————————————					Spel	lpower
							Resistance	0
							Penetration	15
								aves
							Fortitude	+6
		+2 on Use Magic Device involving bin			criptj		Reflex	+15
9 3		CHARACTER STATUS					Will	+6
		No errors detected	_					l Attacks
ALL AND THE STATE OF THE STATE							Grapple	
							Lang	juages
							Common, Halflin	g, Elven, Dwarven
							Mo	oney
X						10000 gp		
							3,	
							Equi	pment
							Leather+3	No Shield
	A						Ring of Protection +3	
							_	
							Rabbitslayer	Chalk
							Masterwork thieves' tools	Inkpen
May							Amazing Lock	Parchment
MAN							Hoopak	Small Steel Mirror
							Acid flask	Magnifying glass
							Alchemist's fire	Spyglass
							Alchemist's fire Bullets (10)	Spyglass Silk Rope
Attacks			Sk	ills			Bullets (10)	
One-Handed: Rabbitslayer+2		Appraise		ills	Ride		Bullets (10) Fe Dodge	Silk Rope
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20	(x2)	Appraise Balance	12	ills	Ride Search	15	Bullets (10) Fe Dodge Nimble Fingers	Silk Rope eats
One-Handed: Rabbitslayer+2	(x2)	Balance Bluff	12 12 2	Se	Search nse Motive	15 1	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat	Silk Rope eats
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20 Desc: +2 Keen Dagger	(x2)	Balance Bluff Climb	12 12 2 10	Sei Sleig	Search nse Motive ht of Hand	15 1 22	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20 Desc: +2 Keen Dagger Ranged: Hoopak+3		Balance Bluff Climb Concentration	12 12 2 10 1	Sei Sleig	Search nse Motive ht of Hand Language	15 1 22 4	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat	Silk Rope eats
One-Handed: Rabbitslayer+2	(x2)	Balance Bluff Climb Concentration Decipher Script	12 12 2 10 1 15	Sei Sleig	Search nse Motive ht of Hand Language Spellcraft	15 1 22 4 -	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20 Desc: +2 Keen Dagger Ranged: Hoopak+3		Balance Bluff Climb Concentration Decipher Script Diplomacy	12 12 2 10 1 15 2	Sei Sleig	Search nse Motive ht of Hand Language Spellcraft Spot	15 1 22 4 - 15	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device	12 2 10 1 1 15 2 20	Sei Sleig	Search nse Motive ht of Hand Language Spellcraft Spot Survival	15 1 22 4 - 15 1+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise	12 2 10 1 15 2 20 2	Sei Sleig	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim	15 1 22 4 - 15 1+2 0	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist	12 2 10 1 15 2 20 2 12	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble	15 1 22 4 - 15 1+2 0 12	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery	12 2 10 1 15 2 20 2 12 2	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information	12 12 2 10 1 15 2 20 2 12 2 10	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal	12 12 2 10 1 15 2 20 2 12 2 10 -	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal	12 12 2 10 1 15 2 20 2 12 2 10 - 1	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide	12 2 10 1 15 2 20 2 12 2 10 - 1	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate	12 12 2 10 1 15 2 2 2 12 2 10 - 1 1 17 2	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide	12 12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump Listen	12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14 15	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump	12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14 15 17	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20 Desc: +2 Keen Dagger Ranged: Hoopak+3 +19/+14 1d6+2 /20 Desc: Powerful slingshot		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump Listen Move Silently	12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14 15 17	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20 Desc: +2 Keen Dagger Ranged: Hoopak+3 +19/+14 1d6+2 /20 Desc: Powerful slingshot		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump Listen Move Silently	12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14 15 17	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20 Desc: +2 Keen Dagger Ranged: Hoopak+3 +19/+14 1d6+2 /20 Desc: Powerful slingshot Gloves of Dexterity +4 (Mage Hand 3/day) Gem of True Seeing		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump Listen Move Silently	12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14 15 17	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20 Desc: +2 Keen Dagger Ranged: Hoopak+3 +19/+14 1d6+2 /20 Desc: Powerful slingshot Gloves of Dexterity +4 (Mage Hand 3/day) Gem of True Seeing Pouches of Holding		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump Listen Move Silently	12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14 15 17	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump Listen Move Silently	12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14 15 17	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats
One-Handed: Rabbitslayer+2 +18/+13 1d6+2 /17-20 Desc: +2 Keen Dagger Ranged: Hoopak+3 +19/+14 1d6+2 /20 Desc: Powerful slingshot Gloves of Dexterity +4 (Mage Hand 3/day) Gem of True Seeing Pouches of Holding		Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump Listen Move Silently	12 2 10 1 15 2 20 2 12 2 10 - 1 17 2 14 15 17	Sei Sleig Speak	Search nse Motive ht of Hand Language Spellcraft Spot Survival Swim Tumble gic Device	15 1 22 4 - 15 1+2 0 12 10+2	Bullets (10) Fe Dodge Nimble Fingers Improved Initiat Alertness	Silk Rope eats