

Wellby Tosscombe

Male halfling rogue 7 (sniper)

NG Small humanoid (halfling)

Init +5; **Senses** Perception +17

Languages Common, Elven, Gnome, Halfling

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +5 Dex, +1 size)

hp 65 (7 HD)

Fort +4, **Ref** +10, **Will** +2; +2 vs. fear

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 20 ft. (4 squares)

Melee club +8 (1d4+1)

Ranged +1 *composite shortbow* +12 (1d4+2/×3) or
club +11 (1d4+1)

Special Attacks accuracy, deadly range +20 ft., skulker, sneak attack +4d6

STATISTICS

Abilities Str 12 (+1), Dex 21 (+5), Con 14 (+2), Int 10 (+0), Wis 10 (+0), Cha 10 (+0)

Base Atk +5; **CMB** +5; **CMD** 20

Feats Expert Sniper, Go Unnoticed, Skill Focus (stealth), Hellcat Stealth

Skills Acrobatics +18 (+14 when jumping), Climb +16, Disable Device +19, Escape Artist +23, Perception +17, Sleight of Hand +15, Stealth +27 (+31 with camouflage, no penalties when sniping), Swim +16; **Racial Modifiers** +2 Perception

SQ rogue talents (camouflage, fast stealth, sniper's eye), swift as shadows, weapon familiarity

Combat Gear arrows (60); **Other Gear** +1 *mithral shirt*, +1 *composite shortbow* (+1 strength bonus), *boots of elvenkind*, *cloak of elvenkind*, clubs (4), *eyes of the eagle*, *gloves of swimming and climbing*, *vest of escape*

Encumbrance light 32 lb. 4 oz., medium 64 lb. 8 oz., heavy 97 lb. 8 oz.; **Weight Carried** 18 lb. 8 oz.

SPECIAL ABILITIES

Accuracy (Ex) You halve all range increment penalties when making ranged attacks with a bow or crossbow.

Camouflage (Ex) Once per day, you can craft simple but effective camouflage from the surrounding foliage.

You need 1 minute to prepare the camouflage, but once you do, it is good for the rest of the day or until you fail a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. You gain a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Deadly Range (Ex) You increase the range at which you can apply your sneak attack damage by 20 feet (for a total of 50 feet).

Evasion (Ex) If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Stealth (Ex) You may move at full speed while using the Stealth skill at no penalty.

Skulker You gain a +1 racial bonus on attacks against foes who are denied their Dexterity bonus to AC.

Sneak Attack Your attack deals 4d6 extra damage anytime your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 50 feet. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. You must be able to see the target well enough to pick out a vital



spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sniper's Eye (Ex) You can apply your sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

Swift as Shadows You possess incredible stealth even while moving through obstructed areas. Reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10.

Uncanny Dodge (Ex) You retain your Dexterity bonus to AC even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized.