Elinrir

Player: Chris

Male halfling rogue 3 - CR 2

Chaotic Neutral Humanoid (Halfling); Deity: Calistria; Age: 25; Height: 3' 3"; Weight: 37 lb.; Eyes: Blue; Hair: Brown;

Skin: Tan

Ability	Score	Modifier	Temporary			
STR STRENGTH	11	0				
DEX DEXTERITY	20	+5				
CON	14	+2				
INT INTELLIGENCE	10	0				
WIS WISDOM	10	0				
CHA CHARISMA	12	+1				
Saving Throw	Total Base	Ability Resist Misc	Temp Notes			
FORTITUDE (CONSTITUTION)	+4 = +1 [Fearless: +2 vs. fearless	+2 +1				
REFLEX (DEXTERITY)	+9 = +3 [Trap Sense: +1 bon	+5 +1 +1 us vs. traps, Fearless	+2 vs. fear			
WILL (WISDOM)	+3 = +1 [Fearless: +2 vs. fear	+2				
Total AC 20 =	Armor Shield De		ec Dodge Misc			
Touch AC Trap Sense: +1 bonus		ooted AC 1	15			
	BAB	Strength Siz				
CM Bonus	+1 = +2	+0 -	1 -			
	E	BAB Strength	Dexterity Size			
CM Defense 16 = 10 +2 +0 +5 -1 See the AC section (above) for situational modifiers that may also apply to CMD						
Base Attack	+2	2 H	P 30			
Damage / Current HP						
Speed 20 ft						
+1 rapier						

Main hand: +9, 1d4+1 Both hands: +9, 1d4+1 Main w/ offhand: +5, 1d4+1

Main w/ light off: +7, 1d4+1

Offhand: +5, 1d4+1





Skill Name	Total	Ability	Ranks	Temp			
V Acrobatics	+11	DEX (5)	1	Temp			
Speed greater/less than 30 ft.: -4 to jump							
Appraise	+4	INT (0)	1				
Bluff	+6	CHA (1)	2				
U Climb	+8	STR (0)	3				
Diplomacy	+1	CHA (1)	-				
U [↑] Disable Device	+10	DEX (5)	3				
Disguise	+1	CHA (1)	-				
<pre>UEscape Artist</pre>	+10	DEX (5)	2				
9 Fly	+7	DEX (5)	-				
Heal	+0	WIS (0)	-				
Intimidate	+1	CHA (1)	-				
Perception	+8	WIS (0)	3				
Trapfinding: +1 to locate traps							
♥Ride	+5	DEX (5)	-				
Sense Motive	+5	WIS (0)	2				
Sleight of Hand	+11	DEX (5)	3				
9 Stealth	+15	DEX (5)	3				
Survival	+0	WIS (0)	-				
9 Swim	+0	STR (0)	-				
Use Magic Device	+5	CHA (1)	1				

Activated Abilities & Adjustments

Mage Armor: +4

Feats

Armor Proficiency (Light) Rogue Weapon Proficiencies Simple Weapon Proficiency - All Two-Weapon Fighting Weapon Finesse

Traits

Indomitable Faith Reactionary

Special Abilities

Evasion (Ex) **Fearless** Sneak Attack +2d6 Trap Sense +1 (Ex) Trap Spotter (Ex) Trapfinding +1

Crit: 18-20/×2

1-hand, P

Light crossbow 🔨		Experience 6	& Wealth	
Ranged: +6 , 1d6 Ranged, both hands: +8 , 1d6 Ranged w/ offhand: +2 , 1d6	Crit: 19-20/×2 Rng: 80' 2-hand, P	Experience Points: 5000/9,000 Current Cash: 4 gp, 7 sp, 2 cp		
Ranged w/ offinand: +2, 1d6		Tracked Resources		
Ranged offhand: +4, 1d6 Short sword		Wand of mage armor (50 charges)		
Main hand: +8 , 1d4 Main w/ offhand: +4 , 1d4 Main w/ light off: +6 , 1d4	Crit: 19-20/×2 Light, P			
Offhand: +6 , 1d4		Languages		
·		Common	Halfling	
Gear		Sourceboo	ks Used	
Total Weight Carried: 20.9/86.25 lbs, ILight: 28.5 lbs, Medium: 57 lbs, Heaven Heaves	•	Advanced Player's Guide Tr Web Enhancement - Reaction Advanced Player's Guide Tr Web Enhancement / Ultimate Indomitable Faith (trait) Seekers of Secrets - Ioun stonate Ultimate Equipment - Mess I	onary (trait) raits / Character Traits te Campaign - one (dull grey) (equipment)	
Tracked Resources				
Oil of bless weapon				
Oil of magic weapon				
Potion of cure light wounds				
Potion of jump				
Potion of shield of faith +2				
Read Magic (10 minutes, 1/day)				
Torch				

Trail rations