

Garrett Tosscombe

Character Name

Rogue 7, Swashbuckler 1

CLASS

Player Name

Halfling (Lightfoot) / Humanoid

RACE

Deity

Small / 5 ft. x 5 ft.

SIZE / FACE

None

Region

HEIGHT / WEIGHT

True Neutral

Alignment

VISION

8 (8)

28000 / 36000

26

Male

Hazel

Black, Moppy

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

18

+4

DEX

Dexterity

20

+5

24

+7

CON

Constitution

16

+3

16

+3

INT

Intelligence

14

+2

14

+2

WIS

Wisdom

14

+2

14

+2

CHA

Charisma

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+10

=

+4

+

+3

+

+2

+

+1

+

+0

+

REFLEX

(dexterity)

+15

=

+5

+

+7

+

+2

+

+1

+

+0

+

WILL

(wisdom)

+7

=

+2

+

+2

+

+2

+

+1

+

+0

+

HP

hit points

70

WOUNDS/CURRENT HP

AC

armor class

26

:

26

:

18

=

10

+

7

+

1

+

6

+

1

+

0

+

1

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+7

=

+7

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Light

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

TOTAL SKILLPOINTS: 106

MAX RANKS: 11/5.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

8

=

2

+

6

✓ Balance

DEX

14

=

7

+

5

+

2

✓ Bluff

CHA

4

=

1

+

3

✓ Climb

STR

9

=

4

+

3

+

2

✓ Concentration

CON

3

=

3

✓ Concentration (Cast defensively)

0

=

0

✓ Craft (Untrained)

INT

2

=

2

✓ Diplomacy

CHA

6

=

1

+

5

Disable Device

INT

7

=

2

+

5

✓ Disguise

CHA

3

=

1

+

2

✓ Escape Artist

DEX

12

=

7

+

5

✓ Forgery

INT

2

=

2

✓ Gather Information

CHA

1

=

1

✓ Heal

WIS

4

=

2

+

2

✓ Hide

DEX

16

=

7

+

5

+

4

✓ Intimidate

CHA

1

=

1

✓ Jump

STR

13

=

4

+

9

✓ Knowledge (Untrained)

INT

2

=

2

✓ Listen

WIS

15

=

2

+

11

+

2

✓ Move Silently

DEX

14

=

7

+

5

+

2

Open Lock

DEX

12

=

7

+

5

✓ Ride

DEX

7

=

7

✓ Search

INT

10

=

2

+

8

✓ Sense Motive

WIS

2

=

2

Sleight of Hand

DEX

16

=

7

+

9

✓ Spot

WIS

13

=

2

+

11

✓ Survival

WIS

2

=

2

✓ Survival (Find or follow tracks)

WIS

4

=

2

+

2

✓ Swim

STR

4

=

4

✓ Tumble

DEX

16

=

7

+

9

Use Magic Device

CHA

8

=

1

+

7

✓ Use Rope

DEX

9

=

7

+

2

✓ Use Rope (Bind someone)

DEX

11

=

7

+

2

+

2

=

+

+

=

+

+

Conditional Save Modifiers:
+2 morale bonus on saving throws against fear
+2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+11/+6

=

+6/+1

+

+4

+

+1

+

+0

+

0

+

RANGED

attack bonus

+14/+9

=

+6/+1

+

+7

+

+1

+

+0

+

0

+

GRAPPLE

attack bonus

+6/+1

=

+6/+1

+

+4

+

-4

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+14/+9	1d2+4	20/x2	5 ft.

*Masterwork Sword, Short (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	P	S	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+15	1d4+4	2W-P-(OH)	+11		1d4+4
1H-O	+15	1d4+2	2W-P-(OL)	+13		1d4+4
2H	+15	1d4+4	2W-OH	+13		1d4+2

Special Properties: This sword is popular as an off-hand weapon

*Rapier +1 (Small/Keen)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	S	15-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+15/+10	1d4+5	2W-P-(OH)	+11/+6		1d4+5
1H-O	+15/+10	1d4+3	2W-P-(OL)	+13/+8		1d4+5
2H	+15/+10	1d4+5	2W-OH	+11		1d4+3

Special Properties: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage., threat range doubled

Dart (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	20/x2	5 ft.
Range: 20 ft.		To Hit: +15/+10		Damage: 1d3+4		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+13/+8	+13/+8	+11/+6	+9/+4	+7/+2	
Dam	1d3+4	1d3+4	1d3+4	1d3+4	1d3+4	

Special Properties: A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt +3 (Small/Mithral)	Light	+7	+6	+0	10
A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows. A chain shirt comes with a steel cap., 30hp/inch and 15 hardness					
*Amulet of Protection +1		+1	+0		0
This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th, (Ring of Protection +1)					

Dart (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	S	20/x2	5 ft.
Range: 20 ft.	To Hit: +15/+10	Damage: 1d3+4				
30 ft.	40 ft.	60 ft.	80 ft.	100 ft.		
TH	+13/+8	+13/+8	+11/+6	+9/+4	+7/+2	
Dam	1d3+4	1d3+4	1d3+4	1d3+4	1d3+4	
Special Properties: A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.						

Dagger (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	S	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+14/+9	1d3+4	2W-P-(OH)	+10/+5	1d3+4	
1H-O	+14/+9	1d3+2	2W-P-(OL)	+12/+7	1d3+4	
2H	+14/+9	1d3+4	2W-OH	+12	1d3+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2	
Dam	1d3+4	1d3+4	1d3+4	1d3+4	1d3+4	

Rapier +3 (Small/Adamantine)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	18-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+17/+12	1d4+7	2W-P-(OH)	+13/+8	1d4+7	
1H-O	+17/+12	1d4+5	2W-P-(OL)	+15/+10	1d4+7	
2H	+17/+12	1d4+7	2W-OH	+13	1d4+5	
Special Properties: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage., Ignore 20 hardness						

Sword, Short +2 (Small/Mithral)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+16/+11	1d4+6	2W-P-(OH)	+12/+7	1d4+6	
1H-O	+16/+11	1d4+4	2W-P-(OL)	+14/+9	1d4+6	
2H	+16/+11	1d4+6	2W-OH	+14	1d4+4	
Special Properties: This sword is popular as an off-hand weapon, 30hp/inch and 15 hardness						

Composite Dragonbone Longbow +3 (Small/Flaming/Corrosive/+4)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	20/x3	5 ft.
Ammunition: Arrow (Small) (An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50% chance of being destroyed or lost.)						
Range: 30 ft.	To Hit: +17/+12	Damage: 1d6+7				
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+17/+12	+15/+10	+13/+8	+11/+6	+9/+4	
Dam	1d6+7	1d6+7	1d6+7	1d6+7	1d6+7	
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH	+7/+2	+5/+0	+3/-2	+1/-4	-1/-6	
Dam	1d6+7	1d6+7	1d6+7	1d6+7	1d6+7	
Special Properties: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., (Longbow, Composite +3 (Small/Flaming/Corrosive/+4)), STR bonus to damage, +1d6 fire damage bestowed on ammunition, Activated/deactivated at will to do an extra 1d6 acid damage with each hit.						

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Masterwork Sword, Short (Small)	Equipped	1	1 / 310
This sword is popular as an off-hand weapon			
Amulet of Protection +1	Equipped	1	0 / 2,000
This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th. (Ring of Protection +1)			
Rapier +1 (Small/Keen)	Equipped	1	1 / 8,320
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage., threat range doubled			
Ring of Communication	Equipped	1	0 / 2,000
Dragonskin Gloves of Dexterity +4	Equipped	1	0 / 0
Dragonskin Armbands of Giant Strength +4	Equipped	1	0 / 0
Healing Belt	Equipped	1	1 / 750
This broad leather belt is studded with three moonstones. This belt gives you a +2 competence bonus to heal checks continuously. Additionally, it has 3 charges (renewed each day at dawn) which can be spent to heal damage with a touch (or harm undead). 1 charge = 2d8, 2 charges = 3d8, 3 charges = 3d8.			
Explorer's Outfit (Small)	Equipped	1	2 / 0
This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.			
Chain Shirt +3 (Small/Mithral)	Equipped	1	6.2 / 10,100
A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows. A chain shirt comes with a steel cap., 30hp/inch and 15 hardness			
Dragonskin Cloak of Resistance +2	Equipped	1	1 / 4,000
These garments offer magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will). Faint abjuration; CL 5th, Fly as per Dragon Maneuverability for xx minutes per day			
Boots of Striding and Springing	Equipped	1	1 / 5,500
These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Jump checks. Faint transmutation; CL 3rd			
TOTAL WEIGHT CARRIED/VALUE	29.38 lbs.	136,968.5gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Warpony	Equipped	1	0 / 30
The horse is the best all-around work animal and mount in common use. A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling. (See the Monster Manual for more information on horses and ponies.) Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat (see Mounted Combat, page 157, and the Ride skill, page 80).68 lbs., 1 Saddlebags (Small), 1 Tent, One-person, 1 Bedroll (Small), 1 Saddle, Riding			
Saddlebags (Small)	Warpony	1	2 / 4
29.75 lbs., 1 Twine, Roll (50 ft.), 1 Soap (Per Lb.), 4 Signal Whistle, 1 Blanket, Winter (Small), 1 Rope, Silk, 4 Torch, 1 Climber's Kit, 1 Disguise Kit, 1 Forger's Kit, 1 Case, Map or Scroll, 1 Pot (Iron), 10 Vial, 1 Sealing Wax, 1 Mug or Tankard (Clay), 14 Dart (Small)			
Twine, Roll (50 ft.)	Saddlebags (Small)	1	0 / 0.1
A roll of sturdy twine. It has 0 hardness and 1 hp. When tightly wrapped around an object, it has the same strength as hemp rope (0 hardness, 2 hp per inch).			
Soap (Per Lb.)	Saddlebags (Small)	1	1 / 0.5
Signal Whistle	Pouch, Belt (Small)	1	0 / 0.8
Signal Whistle	Saddlebags (Small)	4	0 (0) / 0.8 (3.2)
Blanket, Winter (Small)	Saddlebags (Small)	1	0.8 / 0.5
A thick, quilted, wool blanket made to keep you warm in cold weather.			
Rope, Silk	Heward's Handy Haversack	1	5 / 10
This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.			
Rope, Silk	Saddlebags (Small)	1	5 / 10
This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.			
Torch	Heward's Handy Haversack	1	1 / 0
A typical torch is a wooden rod capped with a twisted flax soaked in tallow. A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. See page 164 for more rules on illumination. If a torch is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Torch	Saddlebags (Small)	4	1 (4) / 0 (0)
A typical torch is a wooden rod capped with a twisted flax soaked in tallow. A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. See page 164 for more rules on illumination. If a torch is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Climber's Kit	Saddlebags (Small)	1	0 / 0
A climber's kit includes special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.			
Disguise Kit	Saddlebags (Small)	1	0 / 0
This bag contains cosmetics, hair dye, and small physical props. The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.			
Forger's Kit	Saddlebags (Small)	1	2 / 25
This is a special collection of different pens, seals, guides, waxes, inks, magnifying glasses, books of writing styles, parchment, and other instruments. It grants a +2 circumstance bonus on Forgery checks and lasts for ten uses before having to be replaced.			
Case, Map or Scroll	Saddlebags (Small)	1	0.5 / 1
This capped leather or tin tube holds rolled pieces of parchment or paper.0 lbs., 5 Paper (Sheet), 5 Parchment (Sheet)			
Paper (Sheet)	Case, Map or Scroll	5	0 (0) / 0.4 (2)
A sheet of standard paper is made from cloth fibers.			
Parchment (Sheet)	Case, Map or Scroll	5	0 (0) / 0.2 (1)
A sheet of parchment is a piece of goat hide or sheepskin that has been prepared for writing on.			
Pot (Iron)	Saddlebags (Small)	1	10 / 0.5
Vial	Heward's Handy Haversack	5	0.1 (0.5) / 1 (5)
This ceramic, glass, or metal vial is fitted with a tight stopper and holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.			
Vial	Saddlebags (Small)	10	0.1 (1) / 1 (10)
This ceramic, glass, or metal vial is fitted with a tight stopper and holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.			
Sealing Wax	Saddlebags (Small)	1	1 / 1
Mug or Tankard (Clay)	Saddlebags (Small)	1	1 / 0
Dart (Small)	Carried	6	0.2 (1.5) / 0.5 (3)
A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.			
Dart (Small)	Saddlebags (Small)	14	0.2 (3.5) / 0.5 (7)
A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.			
Tent, One-person	Warpony	1	10 / 5
A tent designed to shelter one Medium-size humanoid.			
Bedroll (Small)	Warpony	1	1.2 / 0.1
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.			
TOTAL WEIGHT CARRIED/VALUE	29.38 lbs.	136,968.5gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Saddle, Riding	Warpony	1	25 / 10	
The standard riding saddle supports a rider.				
Backpack (Small)	Equipped	1	0.5 / 2	
Bag, Coin	Equipped	1	0.2 / 0.1	
for Robe of Useful Items.				
Finger Blades	Equipped	1	0 / 20	
These are very short razor-sharp blades that fit over the fingers. They are used to cut through purse strings or garments and grant a +1 circumstance bonus on Pick Pocket checks. They are too short to be used as effective weapons, causing only scratches at most.				
Pouch, Belt (Small)	Equipped	1	0.1 / 1	
0 lbs., 1 Signal Whistle, 1 Jeweler's Loupe, 5 Chalk (1 piece), 1 Flint and Steel				
Jeweler's Loupe	Pouch, Belt (Small)	1	0 / 20	
This magnifying eyepiece grants a +1 circumstance bonus on Appraise checks when inspecting things very closely, such as gems, jewelry, or artwork.				
Chalk (1 piece)	Pouch, Belt (Small)	5	0 (0) / 0 (0.1)	
Flint and Steel	Pouch, Belt (Small)	1	0 / 1	
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.				
Potion Belt, Masterwork	Equipped	1	1 / 60	
This sturdy leather belt similar to a bandoleer has pockets shaped to hold potion vials and is fitted with ties or flaps to keep the potions from falling out. It holds ten potions. Retrieving a potion from a potion belt is a free action once per round.0 lbs., 2 Potion of Cure Moderate Wounds, 1 Potion of Bull's Strength				
Potion of Cure Moderate Wounds	Potion Belt, Masterwork	2	0 (0) / 300 (600)	
☐☐ Cures 2d8 +3 damage (PH P.216)				
Potion of Bull's Strength	Potion Belt, Masterwork	1	0 / 300	
Heward's Handy Haversack	Equipped	1	5 / 2,000	
A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does. Moderate conjuration; CL 9th23.72 lbs., 1 Rope, Silk, 1 Periscope, 1 Hammer, 1 Grappling Hook, 1 Thieves' Tools, Masterwork, 1 Torch, 5 Vial, 5 Piton, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Magnifying Glass, 5 Candle, 1 Money Belt (Small), 1 Everlasting Feedbag, 1 Refilling Mug, 1 Everlasting Rations, 1 Sleep Arrow (Small)				
Periscope	Heward's Handy Haversack	1	2 / 20	
This is a small handheld periscope, about a foot long, that allows you to look over obstacles or around corners without exposing yourself to danger.				
Hammer	Heward's Handy Haversack	1	2 / 0.5	
This one-handed hammer with an iron head is useful for pounding pitons into a wall. If a hammer is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a spiked gauntlet of its size.				
Grappling Hook	Heward's Handy Haversack	1	4 / 1	
When tied to the end of a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion. Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).				
Thieves' Tools, Masterwork	Heward's Handy Haversack	1	2 / 100	
This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.				
Piton	Heward's Handy Haversack	5	0.5 (2.5) / 0.1 (0.5)	
When a wall doesn't offer handholds and footholds, you can make your own. A piton is a steel spike with an eye through which you can loop a rope. (See the Climb skill, page 69).				
Ink (1 Oz. Vial)	Heward's Handy Haversack	1	0 / 8	
This is black ink. You can buy ink in other colors, but it costs twice as much.				
Inkpen	Heward's Handy Haversack	1	0 / 0.1	
An inkpen is a wooden stick with a special tip on the end. The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface.				
Magnifying Glass	Heward's Handy Haversack	1	0 / 0	
This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.				
Candle	Heward's Handy Haversack	5	0 (0) / 0 (0.1)	
☐☐☐☐☐ A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination.Duration: 1 hr., Shadowy Illumination: 5 ft.				
Money Belt (Small)	Heward's Handy Haversack	1	0 / 4	
This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. The Pick Pocket check DC to take something from a money belt is +5 higher than normal.0.64 lbs., 5 Coin (Silver), 20 Coin (Gold), 7 Coin (Copper)				
TOTAL WEIGHT CARRIED/VALUE		29.38 lbs.	136,968.5gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Everlasting Feedbag	Heward's Handy Haversack	1	1 / 800	
Refilling Mug	Heward's Handy Haversack	1	1 / 500	
When you recite the command word, this mug fills with 12 ounces of the last non-magical/non-alchemical liquid that was poured into it.				
Everlasting Rations	Heward's Handy Haversack	1	2 / 350	
This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.				
Sleep Arrow (Small)	Heward's Handy Haversack	1	0.1 / 132	
This +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep. Faint enchantment; CL 5th				
Dragonskin Backpack	Equipped	1	2 / 2	
Dagger (Small)	Carried	2	0.5 (1) / 2 (4)	
Ring of Spell Storing, Minor	Carried	1	0 / 18,000	
A minor ring of spell storing contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action. A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the minor ring of spell storing. The ring magically imparts to the wearer the names of all spells currently stored within it. Faint evocation; CL 5th				
Rapier +3 (Small/Adamantine)	Carried	1	1 / 21,320	
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage., Ignore 20 hardness				
Sword, Short +2 (Small/Mithral)	Carried	1	0.5 / 8,810	
This sword is popular as an off-hand weapon, 30hp/inch and 15 hardness				
Composite Dragonbone Longbow +3 (Small/Flaming/Corrosive/+4)	Carried	1	1.5 / 50,800	
You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., (Longbow, Composite +3 (Small/Flaming/Corrosive/+4)), STR bonus to damage, +1d6 fire damage bestowed on ammunition, Activated/deactivated at will to do an extra 1d6 acid damage with each hit.3.75 lbs., 50 Arrow (Small)				
Arrow (Small)	Composite Dragonbone Longbow +3 (Small/Flaming/Corrosive/+4)	50	0.1 (3.5) / 0.1 (2.5)	
<div>▣▣▣▣ ▣▣▣▣ ▣▣▣▣ ▣▣▣▣ ▣▣▣▣</div> <div>▣▣▣▣ ▣▣▣▣ ▣▣▣▣ ▣▣▣▣ ▣▣▣▣</div>				
An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50% chance of being destroyed or lost.				
TOTAL WEIGHT CARRIED/VALUE		29.38 lbs.	136,968.5gp	

WEIGHT ALLOWANCE					
Light 75		Medium 150		Heavy 225	
Lift over head 225		Lift off ground 450		Push / Drag 1125	

MONEY	
Coin (Gold): 20	[Money Belt (Small)]
Coin (Silver): 5	[Money Belt (Small)]
Coin (Copper): 7	[Money Belt (Small)]
Total= 20.6 gp	

MAGIC

Languages
Common, Dwarven, Halfling, Orc

Other Companions

Special Attacks	
Sneak Attack +4d6	[Wizards of the Coast - Players Handbook]
+4d6	

Special Qualities	
Evasion (Ex)	[Wizards of the Coast - Players Handbook, p.50]
At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue (such as one who is unconscious or paralysed) does not gain the benefit of evasion.	
Halfling Racial Traits (Ex)	[Wizards of the Coast - Players Handbook]
+2 racial bonus on Climb, Jump, and Move Silently checks: Halflings are agile, surefooted, and athletic.	
+1 racial bonus on all saving throws: Halflings are surprisingly capable of avoiding mishaps.	
+2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.	

+1 racial bonus on attack rolls with a thrown weapon and slings: Throwing and slinging stones is a universal sport among halflings, and they develop especially good aim.

Improved Uncanny Dodge (Ex) [Wizards of the Coast - Players Handbook]

Character can no longer be flanked; you can react to opponents on opposite sides of you as easily as you can react to a single attacker. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target has uncanny dodge levels [Rogue Level 11]. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Sneak Attack [Wizards of the Coast - Players Handbook, p.50]

You can do an additional 4d6 damage if your opponent is unable to defend against you - whenever your opponent would be denied any dex bonus to AC, or you are flanking. Even at range (up to 30'). Creatures immune to critical hits are also immune to this sneak bonus. This damage can be non-lethal only if you use a sap (blackjack) or unarmed attack

Trapfinding [Wizards of the Coast - Players Handbook, p.50]

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense +2 [Wizards of the Coast - Players Handbook]

Character has an intuitive sense that alerts him to danger from traps, giving him a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) [Wizards of the Coast - Players Handbook]

Character retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still loses his Dexterity bonus to AC if immobilized.

Weapon and Armor Proficiency [Wizards of the Coast - Players Handbook, p.50]

Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Weapon and Armor Proficiency (Ex) [Wizards of the Coast - Complete Warrior, p.12]

Swashbucklers are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex) [Wizards of the Coast - Complete Warrior, p.12]

A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longbow (Composite), Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, NoProfReq, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranscur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspcar, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Unarmed Strike, Wakizashi, Warhammer, Warmace

Feats

Telling Blow [Wizards of the Coast - Player's Handbook II, p.83]

When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

When you score a critical hit against your target, you deal your skirmish or sneak attack damage in addition to the damage from the critical hit. Your critical multiplier is not applied to the sneak attack/skirmish die. Skirmish or sneak attack damage is added only once, even if you meet other conditions or adding damage, such as if you scored a critical while the enemy was flat-footed.

Two-Weapon Defense [Wizards of the Coast - Complete Champion, p.102]

Your two-weapon fighting style bolsters your defense as well as your offense.

When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting [Wizards of the Coast - Player's Handbook, p.102]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. -2 to all attacks (offhand weapon must be light)

Weapon Finesse (Granted) [Wizards of the Coast - Player's Guide to Faerun, p.102]

You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

Garrett Tosscombe

Halfling (Lightfoot)

RACE

26

AGE

Male

GENDER

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

2' 10"

HEIGHT

32 lbs.

WEIGHT

Hazel

EYE COLOUR

Tanned

SKIN COLOUR

Black, Moppy

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Magic Missile (4d4+4)

Magic Missile (4d4+4)

Mage Armor (L4)

Biography: