

Garrett Tosscombe

Character Name

Rogue 3, Swashbuckler 1

CLASS

4 (4)

6000 / 10000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Halfling (Lightfoot) / Humanoid

RACE

26

Male

AGE

GENDER

Deity

Small / 5 ft. x 5 ft.

SIZE / FACE

Hazel

EYES

None

Region

2' 10" / 32 lbs.

HEIGHT / WEIGHT

Black, Moppy

HAIR

True Neutral

Alignment

Normal

VISION

Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	20		+5		
CON Constitution	15		+2		
INT Intelligence	14		+2		
WIS Wisdom	14		+2		
CHA Charisma	12		+1		

WOUNDS/CURRENT HP

HP

hit points

33

SUBDUAL DAMAGE

AC

armor class

20

15

FLAT

16

TOUCH

10

BASE

3

ARMOR BONUS

1

SHIELD BONUS

5

STAT

1

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

DAMAGE REDUCTION

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

15

Arcane Spell Failure

-1

ARMOR CHECK PENALTY

0

SPELL RESIST

SPEED

Walk 30 ft.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6	= +3	+2	+0	+1	+0	
REFLEX (dexterity)	+9	= +3	+5	+0	+1	+0	
WILL (wisdom)	+4	= +1	+2	+0	+1	+0	

**Conditional Save Modifiers:**  
+2 morale bonus on saving throws against fear  
+1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	= +3	+2	+1	+0	0	
RANGED attack bonus	+9	= +3	+5	+1	+0	0	
GRAPPLE attack bonus	+1	= +3	+2	-4	+0	+0	

*Masterwork Rapier (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	S	18-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+10	1d4+2	2W-P-(OH)	+6	1d4+2	
1H-O	+10	1d4+1	2W-P-(OL)	+8	1d4+2	
2H	+10	1d4+2	2W-OH	+6	1d4+1	

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.

*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	+10	1d4+2	2W-P-(OH)	+6	1d4+2	
1H-O	+10	1d4+1	2W-P-(OL)	+8	1d4+2	
2H	+10	1d4+2	2W-OH	+8	1d4+1	

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

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

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
*Masterwork Leather Scale (Small)	Light	+3	+6	-1	15
Leather scale armor is just like the scale mail described in Chapter 7 of the Player's Handbook, except that the scales are made of cured leather instead of metal.					

TOTAL SKILLPOINTS: 66		MAX RANKS: 7/3.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	7	= 2	+ 5	
✓ Balance	DEX	11	= 5	+ 5	+ 1
✓ Bluff	CHA	3	= 1	+ 2	
✓ Climb	STR	5	= 2	+ 2	+ 1
✓ Concentration	CON	2	= 2		
✓ Craft (Untrained)	INT	2	= 2		
✓ Diplomacy	CHA	6	= 1	+ 5	
✓ Disable Device	INT	4	= 2	+ 2	
✓ Disguise	CHA	3	= 1	+ 2	
✓ Escape Artist	DEX	8	= 5	+ 4	+ -1
✓ Forgery	INT	2	= 2		
✓ Gather Information	CHA	1	= 1		
✓ Heal	WIS	2	= 2		
✓ Hide	DEX	13	= 5	+ 5	+ 3
✓ Intimidate	CHA	1	= 1		
✓ Jump	STR	10	= 2		+ 8
✓ Knowledge (Untrained)	INT	2	= 2		
✓ Listen	WIS	11	= 2	+ 7	+ 2
✓ Move Silently	DEX	11	= 5	+ 5	+ 1
✓ Open Lock	DEX	9	= 5	+ 4	
✓ Ride	DEX	5	= 5		
✓ Search	INT	6	= 2	+ 4	
✓ Sense Motive	WIS	2	= 2		
✓ Spot	WIS	9	= 2	+ 7	
✓ Survival	WIS	2	= 2		
✓ Swim	STR	0	= 2		+ -2
✓ Tumble	DEX	9	= 5	+ 5	+ -1
✓ Use Rope	DEX	7	= 5	+ 2	
			=	+	+
			=	+	+


✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

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

## Masterwork Longbow, Composite

Composite Longbow, Composite				HAND Carried	TYPE P	SIZE S	CRITICAL 20/x3	REACH 5 ft.
(Small/+2)								
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: +10		Damage: 1d6+2				
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.			
TH	+10	+8	+6	+4	+2			
Dam	1d6+2	1d6+2	1d6+2	1d6+2	1d6+2			
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.			
TH	+0	-2	-4	-6	-8			
Dam	1d6+2	1d6+2	1d6+2	1d6+2	1d6+2			
Special Properties: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., STR bonus to damage								

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

ITEM	LOCATION	QTY	WT / COST
<b>Masterwork Rapier (Small)</b>	Equipped	1	1 / 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.			
<b>Masterwork Sword, Short (Small)</b>	Equipped	1	1 / 310
This sword is popular as an off-hand weapon			
<b>Masterwork Leather Scale (Small)</b>	Equipped	1	10 / 185
Leather scale armor is just like the scale mail described in Chapter 7 of the Player's Handbook, except that the scales are made of cured leather instead of metal.			
<b>Healing Belt</b>	Equipped	1	1 / 750
<b>Explorer's Outfit (Small)</b>	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.			
<b>Boots of Striding and Springing</b>	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			
<b>Warpony</b>	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			
<b>Saddlebags (Small)</b>	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)			
<b>Twine, Roll (50 ft.)</b>	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).			
<b>Soap (Per Lb.)</b>	Saddlebags (Small)	1	1 / 0.5
<b>Signal Whistle</b>	Pouch, Belt (Small)	1	0 / 0.8
<b>Signal Whistle</b>	Saddlebags (Small)	4	0 (0) / 0.8 (3.2)
<b>Blanket, Winter (Small)</b>	Saddlebags (Small)	1	0.8 / 0.5
A thick, quilted, wool blanket made to keep you warm in cold weather.			
<b>Rope, Silk</b>	Backpack (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.			
<b>Rope, Silk</b>	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.			
<b>Torch</b>	Backpack (Small)	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.			
<b>Torch</b>	Saddlebags (Small)	4	1 (4) / 0 (0)
			
<b>TOTAL WEIGHT CARRIED/VALUE</b>		<b>40.26 lbs.</b>	<b>8,779.5gp</b>

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
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 rube 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	Backpack (Small)	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.			
Saddle, Riding	Warpony	1	25 / 10
The standard riding saddle supports a rider.			
Backpack (Small)	Equipped	1	0.5 / 2
17 lbs., 1 Thieves' Tools, Masterwork, 1 Rope, Silk, 1 Torch, 5 Vial, 5 Piton, 1 Periscope, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Magnifying Glass, 1 Hammer, 1 Grappling Hook, 5 Candle			
Thieves' Tools, Masterwork	Backpack (Small)	1	0 / 0
This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.			
Piton	Backpack (Small)	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).			
Periscope	Backpack (Small)	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.			
Ink (1 Oz. Vial)	Backpack (Small)	1	0 / 8
This is black ink. You can buy ink in other colors, but it costs twice as much.			
Inkpen	Backpack (Small)	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	Backpack (Small)	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.			
Hammer	Backpack (Small)	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	Backpack (Small)	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).			
Candle	Backpack (Small)	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.			
Bag, Coin	Equipped	1	0.2 / 0.1
TOTAL WEIGHT CARRIED/VALUE		40.26 lbs.	8,779.5gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
<b>for Robe of Useful Items.</b>				
<b>Finger Blades</b>	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.				
<b>Money Belt (Small)</b>	Equipped	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)				
<b>Pouch, Belt (Small)</b>	Equipped	1	0.1 / 1	
0 lbs., 1 Signal Whistle, 1 Jeweler's Loupe, 5 Chalk (1 piece), 1 Flint and Steel, 1 Potion of Bull's Strength, 2 Potion of Cure Moderate Wounds				
<b>Jeweler's Loupe</b>	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.				
<b>Chalk (1 piece)</b>	Pouch, Belt (Small)	5	0 (0) / 0 (0.1)	
<b>Flint and Steel</b>	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.				
<b>Potion of Bull's Strength</b>	Pouch, Belt (Small)	1	0 / 300	
<b>Potion of Cure Moderate Wounds</b>	Pouch, Belt (Small)	2	0 (0) / 300 (600)	
☐☐ ☐☐ Cures 2d8 +2 damage (PH P.216)				
<b>Masterwork Longbow, Composite (Small/+2)</b>	Carried	1	1.5 / 600	
You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., STR bonus to damage3.75 lbs., 50 Arrow (Small)				
<b>Arrow (Small)</b>	Masterwork Longbow, Composite (Small/+2)	50	0.1 (3.5) / 0.1 (2.5)	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ 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 if 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.				
<b>Dagger (Small)</b>	Carried	2	0.5 (1) / 2 (4)	
<b>TOTAL WEIGHT CARRIED/VALUE</b>		<b>40.26 lbs.</b>	<b>8,779.5ap</b>	

WEIGHT ALLOWANCE			
Light	43	Medium	87
Lift over head	131	Lift off ground	262
		Heavy	131
		Push / Drag	656

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

MAGIC
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<p><b>Languages</b></p> <p>Common, Dwarven, Halfling, Orc</p>
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Other Companions
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Special Attacks	
Sneak Attack +2d6	[Wizards of the Coast - Players Handbook]
+2d6	

Special Qualities	
<b>Evasion (Ex)</b>	[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 paralyzed) does not gain the benefit of evasion.	
<b>Halfling Racial Traits (Ex)</b>	[Wizards of the Coast - Players Handbook]
<p>+2 racial bonus on Climb, Jump, and Move Silently checks: Halflings are agile, surefooted, and athletic.</p> <p>+1 racial bonus on all saving throws: Halflings are surprisingly capable of avoiding mishaps.</p> <p>+2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.</p> <p>+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.</p>	
<b>Sneak Attack</b>	[Wizards of the Coast - Players Handbook, p.50]
You can do an additional 2d6 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

<b>Trapfinding</b>	[Wizards of the Coast - Players Handbook, p.50]
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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 +1	[Wizards of the Coast - Players Handbook]
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Character has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

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

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

<b>Weapon Finesse (Ex)</b>	[Wizards of the Coast - Complete Warrior, p.12]
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A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Feats
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**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 with the second weapon.

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

<b>Weapon Finesse (Granted)</b>	[Wizards of the Coast - Complete Champion]
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You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

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	
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95	96
97	98
99	100

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, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, NoProfReq, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Warhammer, Wurmace

# Garrett Tosscombe

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:  
Biography: