**GENERAL INFORMATION**

Character Name: Fasco Underbough

Class: Rogue

Race: Halfling

Alignment: Chaotic Good

Deity: None

Size: Small

Age: 28

Gender: Male

Height: ~3ft

Weight: 32lb

Eyes: Brown

Hair: Black and Straight

Skin: Ruddy

**Ability Scores**

Strength: 11 (original 13, -2 due to race)

Dexterity: 19 (original 17, +2 due to race)

Constitution: 15

Intelligence: 14

Wisdom: 13

Charisma: 16

**Defence**

Hit Points: 8 (6 + Cons. Mod)

AC: 15

Touch: 13

Flat-Footed: 13

**Speed**

Speed: 20ft

**Saving Throws**

Fortitude: +2

Reflex: +6

Will: +1

**Attack Information:**

Initiative: +8 (I have Improved Initiative)

Base Attack Bonus: 0

Spell Resistance: 0

Grapple: +2

**Skills**

Appraise: 2

Balance: 4

Bluff: 7 (4 ranks)

Climb: 2

Concentration: 2

Craft: (Any recommendations)

Decipher Script: 2

Diplomacy: 3

Disable Device: 6 (4 ranks)

Disguise: 3

Escape Artist: 4

Forgery: 2

Gather Information: 3

Handle Animal: 3

Heal: 1

Hide: 12 (4 ranks and race)

Intimidate: 3

Jump: 2

Knowledge: (Any recommendations)

Listen: 7 (4 ranks and race)

Move Silently: 10 (4 ranks & race)

Open Lock: 8 (4 ranks)

Perform: (Any recommendations)

Profession: (Any recommendations)

Ride: 4

Search: 6

Sense Motive: 5

Sleight of Hand: 8 (4 ranks)

Spellcraft: 2

Spot: 5

Survival: 1

Swim: 0

Tumble: 4

Use Magic Device: 3

Use Rope: 4

**Feats**

Improved Initiative

**Languages**

Common

Halfling

Pending

**Equipment**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Item | Weight | Item | Weight | Item | Weight |
| Short Bow | 2lb | Torch (3) | 1lb/torch |  |  |
| Rapier | 2lb | Bedroll | 5lb |  |  |
| Padded Armour | 10lb | Blanket | 3lb |  |  |
| Thieves’ Tools | 1lb |  |  |  |  |
| Backpack | 2lb |  |  |  |  |
| Waterskin | 4lb |  |  |  |  |
| Chalk (10) | - |  |  |  |  |

**Short Bow**

Attack Bonus: +4

Damage: 1d4

Critical: x3

Range: 60ft (12 squares)

**Rapier**

Attack Bonus: +1

Damage: 1d4

Critical: 18-20 x2

**Padded Armour:**

Armour Bonus: +1

Max Dexterity: 8

Check Penalty: 0

Speed: 20ft

**Thieves’ Tools**

This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Lock checks.

**Torch**

A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius.