

## Mervyn Tumblelock

Player: BWatford

Male halfling rogue (scout) 1 - CR 1/2

Chaotic Good Humanoid (Halfling); Age: 25; Height: 2' 11";  
Weight: 32lb.; Eyes: Brown; Hair: Black; Skin: Tan

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	11	0	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	15	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4 =		+2		+2		Fearless: +2 vs. fear
<b>REFLEX</b> (DEXTERITY)	+7 =	+2	+4		+1		Fearless: +2 vs. fear
<b>WILL</b> (WISDOM)	+1 =				+1		Fearless: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 18 =	+3		+4	+1				
<b>Touch AC</b> 15	<b>Flat-Footed AC</b> 14							
<b>CM Bonus</b> -1 =	-	+0	-1	-				

CM Defense	Total	BAB	Strength	Dexterity	Size
13 =	10	-	+0	+4	-1
<b>Base Attack</b>	+0		<b>HP</b> 11		
<b>Initiative</b>	+4		Damage / Current HP		
<b>Speed</b>	20 ft				

### Cold iron shortsword

Main hand: +1, 1d4 Crit: 19-20/x2  
Light, P

### Dagger

Main hand: +1, 1d3 Crit: 19-20/x2  
Rng: 10'  
Ranged: +5, 1d3 Light, P/S

### Shortbow

Ranged, both hands: +5, 1d4 Crit: x3  
Rng: 60'  
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+9	DEX (4)	1	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	+1	STR (0)	-	
<b>Diplomacy</b>	+1	CHA (1)	-	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
<b>Disable Device</b>	+10	DEX (4)	1	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	+7	DEX (4)	1	
<b>Fly</b>	+5	DEX (4)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+1	CHA (1)	-	
<b>Knowledge (geography)</b>	+5	INT (0)	1	
<b>Linguistics</b>	+4	INT (0)	1	
<b>Perception</b>	+6	WIS (0)	1	
Trapfinding: +1 to locate traps				
<b>Ride</b>	+3	DEX (4)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
<b>Stealth</b>	+11	DEX (4)	1	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	-1	STR (0)	-	
<b>Use Magic Device</b>	+5	CHA (1)	1	

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

## Feats

### Deft Hands

You get a +2 bonus on all Sleight of Hand checks and Disable Device checks.

### Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

## Traits

### Resilient

+1 Fort saves.

### Restless Wayfarer (Knowledge [geography])

You have led a nomadic life—your parents were travelers (perhaps roaming Varisian caravaneers, or traveling merchants who traded far and wide), you belonged to a nomadic tribe, or maybe you ran away from home to discover the

### Successful Shirker

You gain a +1 trait bonus on Stealth checks and a +3 trait bonus on Bluff and Diplomacy checks to avoid punishment by lawful authority.

## Drawbacks

### Pride

-2 to diplomacy and sense motive vs. those who threaten, accuse, or challenge you, until they apologize

## Unarmed strike

Main hand: **+1, 1d2 nonlethal**

Crit: x2  
Light, B, Nonlethal

## Studded leather

**+3**

Max Dex: +5, Armor Check: -1  
Spell Fail: 15%, Light

## Gear

**Total Weight Carried: 23/86.25 lbs, Light Load  
(Light: 28.5 lbs, Medium: 57 lbs, Heavy: 86.25 lbs)**

Acid <In: Bandolier (2 @ 2 lbs)>	1 lb
Arrows x10	0.075 lbs
Backpack (7 @ 2.75 lbs)	0.5 lbs
Bandolier (2 @ 2 lbs)	-
Belt pouch (14 @ 2.62 lbs)	0.125 lbs
Blunt arrows x10	0.075 lbs
Caltrops <In: Belt pouch (14 @ 2.62 lbs)>	2 lbs
Chalk x10 <In: Belt pouch (14 @ 2.62 lbs)>	-
Cold iron arrows x10	0.075 lbs
Cold iron shortsword	1 lb
Cold weather outfit (Free)	-
Dagger	0.5 lbs
Flint and steel <In: Belt pouch (14 @ 2.62 lbs)>	-
Mirror <In: Belt pouch (14 @ 2.62 lbs)>	0.5 lbs
Money <In: Belt pouch (14 @ 2.62 lbs)>	0.12 lbs
Shortbow	1 lb
Soap <In: Backpack (7 @ 2.75 lbs)>	0.5 lbs
Studded leather	10 lbs
Thieves' tools <In: Bandolier (2 @ 2 lbs)>	1 lb
Trail rations x5 <In: Backpack (7 @ 2.75 lbs)>	0.25 lbs
Waterskin <In: Backpack (7 @ 2.75 lbs)>	1 lb

## Special Abilities

### Fearless

+2 racial bonus vs Fear saves.

## Experience & Wealth

Experience Points: **0/2000**

Current Cash: **4 gp, 2 sp**

## Special Abilities

### Sneak Attack +1d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

### Trapfinding +1

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

## Tracked Resources

Acid	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Blunt arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cold iron arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common  
Elven

Halfling  
Skald

## Mervyn Tumblelock – Abilities & Gear

### Deft Hands

### Feat

You have exceptional manual dexterity.

**Benefit:** You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

**Appears In:** Not Consolidated Skills

### Resilient

### Trait

Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result, and gain a +1 trait bonus on Fortitude saves.

**Appears In:** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Restless Wayfarer (Knowledge [geography])

### Trait

You have led a nomadic life—your parents were travelers (perhaps roaming Varisian caravaneers, or traveling merchants who traded far and wide), you belonged to a nomadic tribe, or maybe you ran away from home to discover the world at a young age. Some call it wanderlust, but to you the thought of new places and experiences is truly what makes life worth living, and no region catches your imagination like the windswept wilderness of the North. You are used to getting along in unfamiliar lands and dealing with interesting new people. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (local) checks, and one of these skills (your choice) is a class skill for you. You can also speak one additional language (this does not count toward your number of languages).

**Appears In:** People of the North, Reign of Winter

### Successful Shirker

### Trait

**Halfling:** Born and raised a slave with no hope of advancement, you are adept at avoiding your overseer's ire and attention, the better to spend time on your own interests. You gain a +1 trait bonus on Stealth checks and a +3 trait bonus on Bluff and Diplomacy checks to avoid punishment by lawful authority.

**Appears In:** Cheliax, Empire of Devils

### Fearless

### Racial Ability (Halfling)

+2 racial bonus vs Fear saves.

### Sneak Attack +1d6

### Class Ability (Rogue)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character 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 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

### Trapfinding +1

### Class Ability (Rogue)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.