

## Stabem

### Halfling rogue 2, The Exchange faction - CR 1

Chaotic Neutral Humanoid (Halfling); Deity: **Calistria**; Age: **25**; Height: **2' 11"**; Weight: **30 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	10	0	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	14	+2	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3	=	+1	0	+2	0	

Fearless: +2 vs. fear

<b>REFLEX</b> (DEXTERITY)	+8	=	+3	+4	0	+1	0
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Fearless: +2 vs. fear

<b>WILL</b> (WISDOM)	+1	=	0	0	0	+1	0
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Fearless: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 19	=	+4	0	+4	+1	0	0	0

<b>Touch AC</b> 15	=	Flat-Footed AC	15
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BAB Dexterity Size Misc

<b>CM Bonus</b> +4	=	+1	+4	-1	-
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CM Defense	Total	BAB	Strength	Dexterity	Size	
14	=	10	+1	+0	+4	-1

<b>Base Attack</b> +1	=	HP	17
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Initiative	Speed	Damage / Current HP
+4	20 ft	

### Masterwork cold iron rapier

Main hand: **+7, 1d4** Crit: 18-20/x2  
Both hands: **+7, 1d4** 1-hand, P

#### Rapier

Main hand: **+6, 1d4** Crit: 18-20/x2  
Both hands: **+6, 1d4** 1-hand, P

#### Sling

Ranged: **+6, 1d3** Crit: x2  
Ranged, both hands: **+6, 1d3** Rng: 50'  
1-hand, B

## Character Number: 14366 - 9



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

### Feats

Agile Maneuvers  
Armor Proficiency (Light)  
Rogue Weapon Proficiencies  
Simple Weapon Proficiency - All  
Weapon Finesse

### Traits

Gold Finger (Disable Device)  
Resilient

### Special Abilities

Evasion (Ex)  
Fearless  
Sneak Attack +1d6  
Trapfinding +1

### Chain shirt

+4

Max Dex: +4, Armor Check: -2  
Spell Fail: 20%, Light

### Experience & Wealth

Experience Points: 3/6  
Current Cash: **1,011 gp**  
The Exchange: **Fame: 4, PP: 4**

### Gear

**Total Weight Carried: 16.5/75 lbs, Light Load**  
**(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)**

Artisan's outfit (Free)	-
Chain shirt	12.5 lbs
Masterwork cold iron rapier	1 lb
Money <In: Dropped to ground (1 @ 20.22 lbs)>	20.22 lbs
Rapier	1 lb
Sling	-
Thieves' tools, masterwork	2 lbs

### Languages

Common	Shadowtongue
Halfling	Tien

### Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**  
Web Enhancement - Resilient (trait)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Inner Sea Races / Inner Sea World Guide** - Shadowtongue (language)