

# Bax Tabur

Character Name: **Rogue 4**  
 CLASS: **4 (4)**      8501 / 10000  
 Character Level (CR): **EXP/NEXT LEVEL**

# Arthur

Player Name: **Halfling (Lightfoot) / Humanoid**  
 RACE: **Small / 5 ft.**  
 AGE: **43**      Male  
 GENDER: **EYES**      HAIR

None  
 Region: **Chaotic Evil**  
 Alignment: **Normal**  
 VISION



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	12		+1		
<b>DEX</b> Dexterity	16		+3		
<b>CON</b> Constitution	17		+3		
<b>INT</b> Intelligence	17		+3		
<b>WIS</b> Wisdom	14		+2		
<b>CHA</b> Charisma	18		+4		

**HP** hit points: **35**

**AC** armor class: **18** (TOTAL) = **18** (FLAT) + **14** (TOUCH) = **10** (BASE) + **4** (ARMOR BONUS) + **0** (SHIELD BONUS) + **3** (STAT) + **1** (SIZE) + **0** (NATURAL ARMOR) + **0** (DEFLECTION) + **0** (DODGE) + **0** (MORALE) + **0** (INSIGHT) + **0** (SACRED) + **0** (PROFANE) + **0** (MISC)

**INITIATIVE** modifier: **+3** (TOTAL) = **+3** (DEX MODIFIER) + **+0** (MISC MODIFIER)

**Encumbrance**: **Light**

**SPEED**: **Walk 20 ft.**

**Subdual Damage**: **0**

**Damage Reduction**: **0**

**Miss Chance**: **20** (Arcane Spell Failure) - **2** (Armor Check Penalty) = **0** (Spell Resist)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+5	+1	+3	+0	+1	+0	
<b>REFLEX</b> (dexterity)	+8	+4	+3	+0	+1	+0	
<b>WILL</b> (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
<b>MELEE</b> attack bonus	+5	+3	+1	+1	+0	+0	
<b>RANGED</b> attack bonus	+7	+3	+3	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+0	+3	+1	-4	+0	+0	

*Dogface Mace		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Primary	B	S	20/x2	5 ft.
+5		DAMAGE: 1d6+1				

*Crossbow (Hand) (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
30 ft.      60 ft.      90 ft.      120 ft.      150 ft.		Off-hand	P	S	19-20/x2	5 ft.
TH	-1      -3      -5      -7      -9					
Dam	1d3      1d3      1d3      1d3      1d3					
180 ft.      210 ft.      240 ft.      270 ft.      300 ft.						
TH	-11      -13      -15      -17      -19					
Dam	1d3      1d3      1d3      1d3      1d3					

*Gauntlet (Spiked) (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Equipped	P	S	20/x2	5 ft.
+5		DAMAGE: 1d3+1				

\*: 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 (Small)	Light	+4	+4	-2	20

TOTAL SKILLPOINTS: 77		MAX RANKS: 7/3.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	6	=	3	+ 3
✓ Balance	DEX	1	=	3	+ -2
✓ Bluff	CHA	13	=	4	+ 7 + 2
✓ Climb	STR	6	=	1	+ 5
✓ Concentration	CON	3	=	3	
✓ Craft (Untrained)	INT	3	=	3	
✓ Decipher Script	INT	5	=	3	+ 2
✓ Diplomacy	CHA	8	=	4	+ 2 + 2
✓ Disguise	CHA	9	=	4	+ 5
✓ Disguise (Act in character)	CHA	11	=	4	+ 5 + 2
✓ Escape Artist	DEX	6	=	3	+ 5 + -2
✓ Forgery	INT	8	=	3	+ 5
✓ Gather Information	CHA	9	=	4	+ 5
✓ Heal	WIS	2	=	2	
✓ Hide	DEX	10	=	3	+ 5 + 2
✓ Intimidate	CHA	13	=	4	+ 5 + 4
✓ Jump	STR	-3	=	1	+ 2 + -6
✓ Listen	WIS	6	=	2	+ 2 + 2
✓ Move Silently	DEX	6	=	3	+ 3
✓ Perform (Untrained)	CHA	4	=	4	
✓ Ride	DEX	4	=	3	+ 1
✓ Search	INT	5	=	3	+ 2
✓ Sense Motive	WIS	4	=	2	+ 2
✓ Sleight of Hand	DEX	10	=	3	+ 7
✓ Spot	WIS	4	=	2	+ 2
✓ Survival	WIS	2	=	2	
✓ Swim	STR	-2	=	1	+ 1 + -4
✓ Tumble	DEX	3	=	3	+ 2 + -2
✓ Use Magic Device	CHA	5	=	4	+ 1
✓ Use Rope	DEX	5	=	3	+ 2
✓ Use Rope (Bind someone)	DEX	7	=	3	+ 2 + 2
			=		+ +
			=		+ +

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

<b>Sword (Short) (Small)</b>	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	S	19-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+5			1d4+1		

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Dogface Mace <small>(Mace (Heavy/Small))</small>	Equipped	1	4 / 12		
Crossbow (Hand) (Small)	Equipped	1	1 / 100		
Gauntlet (Spiked) (Small)	Equipped	1	0.5 / 5		
Skeleton Ring <small>(Ring)</small>	Equipped	1	0 / 0		
Outfit (Explorer's/Small)	Equipped	1	2 / 0		
Chain Shirt (Small)	Equipped	1	12.5 / 100		
Book (The 12) <small>(Paper (Sheet))</small>	Equipped	1	0 / 0.4		
Thieves' Tools (Small)	Equipped	1	0.2 / 30		
Vial of Black Liquid <small>(Vial)</small>	Equipped	4	0.1 (0.4) / 1 (4)		
Sword (Short) (Small)	Carried	1	1 / 10		
TOTAL WEIGHT CARRIED/VALUE		19.65 lbs.	261.4gp		

WEIGHT ALLOWANCE					
Light	32	Medium	65	Heavy	97
Lift over head	97	Lift off ground	195	Push / Drag	487

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common, Dwarven, Elven, Halfling, Orc	

Other Companions	

Special Attacks	
<b>Sneak Attack +2d6</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<p>Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 2d6. Should you 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 sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.</p>	

Special Qualities	
<b>Weapon and Armor Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
<p>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.</p>	
<b>Trapfinding</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
<p>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.</p>	
<b>Evasion (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
<p>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, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.</p>	
<b>Halfling Racial Traits (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<p>+2 racial bonus on Climb, Jump, and Move Silently checks: Halflings are agile, surefooted, and athletic.</p>	

+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.	
<b>Trap Sense +1 (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<p>You gain an intuitive sense that alerts you to danger from traps, giving you a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.</p>	
<b>Uncanny Dodge (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<p>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.</p>	

Feats	
<b>Dodge</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
<p>During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.</p>	
<b>Persuasive</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
<p>You get a +2 bonus on all Bluff checks and Intimidate checks.</p>	

Proficiencies	
<p>Boulder, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike</p>	

Templates	
Base Race Type	
Base Race Type ~ Humanoid	

# Bax Tabur

Halfling (Lightfoot)

RACE

43

AGE

Male

GENDER

VISION

Chaotic Evil

ALIGNMENT

Right

DOMINANT HAND

3' 0"

HEIGHT

34 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**

