

Shortleave Imadying

Male halfling rogue 1 - CR 1/2

Chaotic Neutral Humanoid (Halfling); Age: 22; Height: 3' 4";
Weight: 38 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =		+2		+1		
	Fearless: +2 vs. fear						
REFLEX (DEXTERITY)	+7 =	+2	+4		+1		
	Fearless: +2 vs. fear						
WILL (WISDOM)	+1 =				+1		
	Fearless: +2 vs. fear						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+4		+3	+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	15				

CM Bonus				
-2 =	-	-1	-1	-

CM Defense		BAB	Strength	Dexterity	Size
12 = 10	-	-1	+4	-1	

Base Attack	HP
+0	10

Initiative	Speed	Damage / Current HP
+4	20 / 15 ft	

Rapier

Main hand: **+5, 1d4-1** Crit: 18-20/x2
Both hands: **+5, 1d4-1** 1-hand, P

Chain shirt

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (4)	1	
Speed greater/less than 30 ft.: -8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (3)	1	
Climb	-2	STR (-1)	-	
Diplomacy	+7	CHA (3)	1	
Disable Device	+4	DEX (4)	1	
Disguise	+3	CHA (3)	-	
Escape Artist	+1	DEX (4)	-	
Fly	+3	DEX (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	+7	CHA (3)	1	
Perception	+6	WIS (0)	1	
Trapfinding: +1 to locate traps				
Ride	+1	DEX (4)	-	
Sense Motive	+4	WIS (0)	1	
Sleight of Hand	+5	DEX (4)	1	
Stealth	+9	DEX (4)	1	
Survival	+0	WIS (0)	-	
Swim	-4	STR (-1)	-	

Feats

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

Traits

Brigand

Special Abilities

Fearless
Sneak Attack +1d6
Trapfinding +1

Gear

Total Weight Carried: 33.8/60 lbs, Medium Load
(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	0.5 lbs
Bedroll	1.25 lbs
Belt pouch (empty)	0.125 lbs
Caltrops	2 lbs
Chain shirt	12.5 lbs
Chalk x10	-
Flint and steel	-
Mess kit	1 lb
Mirror	0.5 lbs
Money	1.64 lbs
Rapier	1 lb
Thieves' tools	1 lb
Torch x10	1 lb
Trail rations x5	0.25 lbs
Waterskin	1 lb

Experience & Wealth

Experience Points: **0/2,000**
Current Cash: **73 gp, 8 sp, 1 cp**

Tracked Resources

Torch
Trail rations

Languages

Common Halfling

Sourcebooks Used

- **Kingmaker** - Brigand (trait)
- **Ultimate Equipment** - Mess kit (equipment)

Shortleave Imadying – Abilities & Gear

Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: 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.

Special: Natural weapons are considered light weapons.

Brigand **Trait**

You hail from the River Kingdoms or the more lawless reaches of Brevoy. Life has been hard for you. Perhaps your parents and siblings were crooks and con artists, or maybe your rough, lonely life lead you to fall in with thieves and worse. You know how to ambush travelers, bully traders, avoid the law, and camp where no one might find you. Recently, you've run into some trouble, either with the law or with other bandits, and you're looking to get away to somewhere no one would ever think to look for you. An expedition into the rugged wilderness seems like a perfect way to lie low until the trouble blows over.

Benefit: You begin the campaign with an extra 100 gp in ill-gotten gains. You also gain a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with brigands, thieves, bandits, and their ilk.

Appears In: Kingmaker

Fearless **Racial Ability (Halfling)**

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

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.

Title - Shortleave Imadying (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/03/03

XP Reward: 0 XP; **Net Cash:** 100 gp

- no notes -