

## Paxton Terdwillow III

Player: Chris Schillings

**Halfling Rogue 1, Taldor faction - CR 1/2**

Chaotic Neutral Humanoid (Halfling); Deity: **Desna**; Age: **25**; Height: **3' 2"**; Weight: **32lb.**; Eyes: **Blu**; Hair: **Blk**; Skin: **Med**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	9	-1	

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

Fearless: +2 vs. fear

<b>REFLEX</b> (DEXTERITY)	+7 =	+2	+4		+1		
------------------------------	------	----	----	--	----	--	--

Fearless: +2 vs. fear

<b>WILL</b> (WISDOM)	+3 =		+2		+1		
-------------------------	------	--	----	--	----	--	--

Fearless: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 17 =	+1		+4	+1			+1	

<b>Touch AC</b> 16	<b>Flat-Footed AC</b> 12		
BAB	Strength	Size	Misc

<b>CM Bonus</b> +0 =	-	+1	-1	-
----------------------	---	----	----	---

<b>CM Defense</b> 15 = 10	BAB	Strength	Dexterity	Size
	-	+1	+4	-1

<b>Base Attack</b>	+0	<b>HP</b>	10
--------------------	----	-----------	----

<b>Initiative</b>	+6	Damage / Current HP
-------------------	----	---------------------

Tunnel Fighter: +2 Trait bonus while underground

<b>Speed</b>	20 ft
--------------	-------

### Dagger

Main hand: **+2, 1d3+1** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+5, 1d3+1** Light, P/S

### Light crossbow

Ranged: **+3, 1d6** Crit: 19-20/x2  
Rng: 80'  
Ranged, both hands: **+5, 1d6** 2-hand, P

### Shortsword

Main hand: **+2, 1d4+1** Crit: 19-20/x2  
Light, P

Character Number: 121835 - 1



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+8	DEX (4)	1	
Speed less than 30' : -4 jump				
<b>Appraise</b>	+5	INT (1)	1	
<b>Bluff</b>	-1	CHA (-1)		
<b>Climb</b>	+5	STR (1)	1	
<b>Diplomacy</b>	-1	CHA (-1)		
<b>Disable Device</b>	+9	DEX (4)	1	
<b>Disguise</b>	-1	CHA (-1)		
<b>Escape Artist</b>	+8	DEX (4)	1	
<b>Fly</b>	+6	DEX (4)		
<b>Heal</b>	+2	WIS (2)		
<b>Intimidate</b>	-1	CHA (-1)		
<b>Perception</b>	+8	WIS (2)	1	
Trapfinding: +1 to locate traps				
<b>Ride</b>	+4	DEX (4)		
<b>Sense Motive</b>	+2	WIS (2)		
<b>Sleight of Hand</b>	+8	DEX (4)	1	
<b>Stealth</b>	+12	DEX (4)	1	
<b>Survival</b>	+2	WIS (2)		
<b>Swim</b>	+5	STR (1)	1	

### Feats

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

### Traits

Adopted  
Reactionary  
Tunnel Fighter

### Padded armor

+1

Max Dex: +8, Armor Check: -  
Spell Fail: 5%, Light

### Experience & Wealth

Experience Points: 0/3  
Current Cash: 25 GP, 5 SP, 9 CP  
Taldor: Fame: 0, PP: 0

### Gear

**Total Weight Carried: 23/97.5lbs, Light Load  
(Light: 32.25 lbs, Medium: 64.5 lbs, Heavy: 97.5  
lbs)**

Backpack (empty)	0.5 lbs
Bedroll	1.25 lbs
Bell	-
Belt pouch (empty)	0.125 lbs
Blanket	0.25 lbs
Candle x3	-
Chalk x3	-
Crossbow bolts x50	0.05 lbs
Dagger	0.5 lbs
Fishhook x2	-
Flint and steel	-
Light crossbow	2 lbs
Mirror	0.5 lbs
Padded armor	5 lbs
Sack (empty)	0.125 lbs
Shortsword	1 lb
Sunrod x3	1 lb
Thieves' tools	1 lb
Trail rations x7	0.25 lbs
Traveller's outfit (Free)	-
Twine (50')	0.5 lbs
Vial x2	-
Waterskin	1 lb
Whetstone	1 lb
Whistle, Signal (empty)	-
Wrist Sheath	1 lb

### Background

Orphaned from parents who were slaves in Taldor. Raised by Dwarves who lived in a colony of escaped slaves in the Verduran Forest. Grew up in elaborate tunnel system beneath the trees which served as home base for slaves, turned bandits.

Personality:

Curious  
Smart-ass  
Adventurous  
Devious  
Easily Distracted

### Special Abilities

Fearless  
Sneak Attack +1d6  
Swift as Shadows  
Trapfinding +1

### Tracked Resources

Crossbow bolts	<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"/> <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"/> <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"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <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"/>

### Languages

Common                      Halfling  
Dwarven