

## Tommy Burrowbank



**Male Halfling Assassin 3, Rogue 4 - CL7 - CR 6**  
 Neutral Evil Humanoid (Halfling); Deity: **Nocticula**; Age: **24**; Height: **3' 6"**; Weight: **38lb.**; Eyes: **Green**; Hair: **Blonde**; Skin: **Medium**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>22</b>	<b>+6</b>	
<b>CON</b> CONSTITUTION	<b>10</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	=	<b>+2</b>		<b>+1</b>	<b>+1</b>	
Fearless: +2 vs. fear, <b>Save Bonus against Poison</b> : +1 vs. poison							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>REFLEX</b> (DEXTERITY)	<b>+14</b>	=	<b>+6</b>	<b>+6</b>	<b>+1</b>	<b>+1</b>	
Trap Sense: +1 bonus vs. traps., Fearless: +2 vs. fear, <b>Save Bonus against Poison</b> : +1 vs. poison							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>WILL</b> (WISDOM)	<b>+4</b>	=	<b>+2</b>		<b>+1</b>	<b>+1</b>	
Fearless: +2 vs. fear, <b>Save Bonus against Poison</b> : +1 vs. poison							

### +1 Save Bonus against Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>24</b>	=	<b>+6</b>		<b>+6</b>	<b>+1</b>		<b>+1</b>	

**Touch AC** **18**      **Flat-Footed AC** **18**

	BAB	Strength	Size	Misc		
<b>CM Bonus</b>	<b>+4</b>	=	<b>+5</b>	<b>0</b>	<b>-1</b>	<b>-</b>

	BAB	Strength	Dexterity	Size			
<b>CM Defense</b>	<b>21</b>	=	<b>10</b>	<b>+5</b>	<b>0</b>	<b>+6</b>	<b>-1</b>

**Base Attack** **+5**      **HP** **45**

**Initiative** **+6**      Damage / Current HP

**Speed** **20 ft**

### Dagger of venom (2/day)

Mainhand: **+13, 1d3+1**      Crit: 19-20/x2  
 Main w/ Offhand: **+9, 1d3+1**      Rng: 10'  
 Main w/ Light Off.: **+11, 1d3+1**      Light, P/S  
 Offhand: **+11, 1d3+1**  
 Ranged: **+13, 1d3+1**  
 Ranged w/ Offhand: **+9, 1d3+1**  
 Ranged w/ Light Off.: **+11, 1d3+1**  
 Ranged Offhand: **+11, 1d3+1**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+15</b>	DEX (6)	4	
Speed less than 30' : -4 jump				
<b>Appraise</b>	<b>+6</b>	INT (2)	1	
<b>Bluff</b>	<b>+10</b>	CHA (2)	5	
<b>Climb</b>	<b>+10</b>	STR (0)	4	
<b>Diplomacy</b>	<b>+2</b>	CHA (2)	-	
<b>Disable Device</b>	<b>+20</b>	DEX (6)	5	
<b>Disguise</b>	<b>+7</b>	CHA (2)	2	
<b>Escape Artist</b>	<b>+20</b>	DEX (6)	5	
<b>Fly</b>	<b>+8</b>	DEX (6)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+7</b>	CHA (2)	2	
<b>Knowledge (dungeoneering)</b>	<b>+6</b>	INT (2)	1	
<b>Knowledge (local)</b>	<b>+10</b>	INT (2)	5	
<b>Perception</b>	<b>+10</b>	WIS (0)	5	
Trapfinding: +2 to locate traps.				
<b>Profession (sailor)</b>	<b>+8</b>	WIS (0)	5	
<b>Ride</b>	<b>+6</b>	DEX (6)	-	
<b>Sense Motive</b>	<b>+4</b>	WIS (0)	1	
<b>Sleight of Hand</b>	<b>+10</b>	DEX (6)	1	
<b>Stealth</b>	<b>+20</b>	DEX (6)	7	
<b>Survival</b>	<b>+1</b>	WIS (0)	-	
<b>Swim</b>	<b>+6</b>	STR (0)	3	
<b>Use Magic Device</b>	<b>+7</b>	CHA (2)	2	

### Feats, Traits & Flaws

Armor Proficiency (Light)  
 Assassin Weapon Proficiencies  
 Combat Expertise +/-2

## Feats, Traits & Flaws

Extra Rogue Talent (Rogue)  
Improved Feint  
Jenivere Crew (Climb)  
Poverty-Stricken  
Rogue Weapon Proficiencies  
Simple Weapon Proficiency - All  
Two-weapon Fighting  
Weapon Finesse  
Weapon Focus (Rapier)

### Masterwork Halfling sling staff

Ranged: **+9, 1d6** Crit: x3  
Ranged w/ Offhand: **+5, 1d6** Rng: 80'  
Ranged w/ Light Off.: **+7, 1d6** Light, B  
Ranged Offhand: **+7, 1d6**

### Masterwork Whip

Mainhand: Crit: x2  
**+9, 1d2** 1-Hand, S, Disarm, Nonlethal, Reach, Trip  
Both Hands:  
**+9, 1d2**  
Main w/  
Offhand:  
**+5, 1d2**  
Main w/  
Light Off.:  
**+7, 1d2**  
Offhand: **+5, 1d2**

### Rp. light crossbow

Ranged: **+6, 1d6** Crit: 19-20/x2  
Ranged, Both Hands: **+8, 1d6** Rng: 80'  
2-Hand, P

### Saber of Sorrows

Mainhand: **+15, 1d4+2** Crit: 18-20/x2  
Both Hands: **+15, 1d4+2** 1-Hand, P  
Main w/ Offhand: **+11, 1d4+2**  
Main w/ Light Off.: **+13, 1d4+2**  
Offhand: **+11, 1d4+2**

### Sap

Mainhand: **+12, 1d4** Crit: x2  
Main w/ Offhand: **+8, 1d4** Light, B, Nonlethal  
Main w/ Light Off.: **+10, 1d4**  
Offhand: **+10, 1d4**

### Sling

Ranged: **+12, 1d3** Crit: x2  
Ranged, Both Hands: **+12, 1d3** Rng: 50'  
Ranged w/ Offhand: **+8, 1d3** 1-Hand, B  
Ranged w/ Light Off.: **+10, 1d3**  
Ranged Offhand: **+8, 1d3**

## Experience & Wealth

Experience Points: **35000/51000**  
Current Cash: **725 GP, 18 SP, 11 CP**

### +1 Studded leather armor

**+4**

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

### +2 Mithral Chain shirt

**+6**

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

## Gear

**Total Weight Carried: 19.75/75lbs, Light Load**  
**(Light: 24.75lbs, Medium: 49.5lbs, Heavy: 75lbs)**

"History of Riddleport" - +2 Kno:Local -  
+1 Studded leather armor <In: Dropped to ground 10 lbs  
+2 Mithral Chain shirt 6.25 lbs  
Antitoxin x2 -  
Black leather belt -  
Black leather gloves -  
Black soft leather boots with spats -  
Blue whinnis -  
Bolero hat and black silk scarf -  
Caltrops 2 lbs  
Cloak of resistance +1 0.5 lbs  
Cold weather outfit <In: Dropped to ground (2 @ 1.75 lbs  
Dagger of venom (2/day) 0.5 lbs  
Greenblood oil -  
Large scorpion venom -  
Masterwork Halfling sling staff 1.5 lbs  
Masterwork Whip 1 lb  
needle trap -  
Poison pill ring -  
Ring of mind shielding -  
Ring of protection +1 -  
Rp. light crossbow 3 lbs  
Saber of Sorrows 1 lb  
Sap 1 lb  
Sling -  
Sunrod 1 lb  
Thieves' tools, masterwork 2 lbs  
Traveller's outfit (Free) -  
Vest of escape -

## Special Abilities

Death Attack (DC 15) (Ex)  
Evasion (Ex)  
Fearless  
Improved Uncanny Dodge (Lv >=11) (Ex)  
Offensive Defense (Ex)  
Poison Use  
Sneak Attack +4d6  
Trap Sense +1 (Ex)  
Trapfinding +2

## Tracked Resources

Antitoxin	<input type="checkbox"/>	<input type="checkbox"/>
Blue whinnis	<input type="checkbox"/>	
Dagger of venom (2/day)	<input type="checkbox"/>	<input type="checkbox"/>
Greenblood oil	<input type="checkbox"/>	
Large scorpion venom	<input type="checkbox"/>	
Sunrod	<input type="checkbox"/>	

## Languages

Common	Gnome
Elven	Halfling

## Background

aka Tommy Spats, Tommy Blacktoes

Tommy has a mother (Tish) and sister (Sara) in Kintargo

He has a Cypher rune on the back of his left hand, a Nocticula symbol on the back of his neck under his hair, and Black Dog's spectral bullet wound on his left chest.

Seyanna the succubus has initiated both Tommy and Lil into the worship of Nocticula and they both bear her profane gift (Tommy: Dex +2)

He accepted the geas of Black Dog to revenge him against the Shark Lord's chosen and the sorceress Valia who betrayed him. He is charged to defeat the Shark Lord's chosen and "rape that traitress on my grave."