

HALFLING ROGUE 1

CN Observant Halfling Background: Scavenger

Perception +6;

Languages English, Elven, Tagalog

Skills Acrobatics +7, Athletics +3, Computers +5, Deception +4, Diplomacy +4, Lore: Bay Area +5, Nature+4, Occultism +5, Performance +4, Society +5, Stealth +7, Survival +4, Thievery +7

Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +1, **Cha** +1

Items Leather

AC 18, **Fort** +4, **Ref** +9, **Will** +6

HP 15

Nimble Dodge [reaction] **Requirements** You are not encumbered. **Trigger** A creature targets you with an attack and you can see the attacker. You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee Telescoping baton +3 (Agile), **Damage** 1d6+4 (B)

Ranged Light pistol +7 (Deadly d8), **Damage** 1d6 (P)

Halfling Luck (Fortune, Halfling) **Frequency** once per day **Trigger** You fail a skill check or saving throw. Your happy-go-lucky nature makes it seem like misfortune avoids you, and to an extent, that might even be true. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

Sneak Attack Deals 1d6 extra precision damage to flat-footed creatures.

Additional Feats [Assurance](#), [Forager](#), [Observant Halfling](#)

Additional Specials [Assurance \(Thievery\)](#), [Rogue's Racket \(Thief Racket\)](#), [Sneak Attack](#), [Surprise Attack](#)