

[illegible]

+1 Reflex to avoid traps

	TOTAL	=	BASE ATTACK BONUS	+ STAT	+ SIZE	+ MISC	+ EPIC	+ TEMP
MELEE attack bonus	+4	=	+2	+1	+1	+0	+0	
RANGED attack bonus	+7	=	+2	+4	+1	+0	+0	
CMB attack bonus	+2	=	+2	+1	-1			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+2	+2	+2	+2	+2	+2
CMD	16	16	16	16	16	16

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+7	1d2+1	20/x2	5 ft.

*Dagger +1 (Small/Deadly)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	PS	S	19-20/x2	5 ft.
	To Hit		Dam		To Hit		Dam	
1H-P	+9		1d3+2	2W-P-(OH)	+3		1d3+2	
1H-O	+5		1d3+1	2W-P-(OL)	+5		1d3+2	
2H	+9		1d3+2	2W-OH	+1		1d3+1	
TH	10 ft.		20 ft.	30 ft.		40 ft.		50 ft.
Dam	+9		+7	+5		+3		+1
	1d3+2		1d3+2	1d3+2		1d3+2		1d3+2

Special Properties: When this weapon delivers a coup de grace, it gains +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

*Dagger, Punching +1 (Small)			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand	P	S	20/x3	5 ft.
	To Hit	Dam		To Hit			Dam
1H-P	+8	1d3+2	2W-P-(OH)	+2			1d3+2
1H-O	+4	1d3+1	2W-P-(OL)	+4			1d3+2
2H	+8	1d3+2	2W-OH	+0			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
*Amulet of Natural Armor +2		+2		+0	0

[illegible]

TOTAL SKILLPOINTS: 34		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	6	=	4		+	2
✓	Acrobatics (Jump)	DEX	2	=	4		+	-2
✓	Appraise	INT	6	=	2	+	1	+
✓	Bluff	CHA	6	=	0	+	3	+
✓	Climb	STR	7	=	1	+	1	+
✓	Craft (Untrained)	INT	2	=	2			
✓	Diplomacy	CHA	0	=	0			
✓	Disguise	CHA	6	=	0	+	3	+
✓	Escape Artist	DEX	4	=	4			
✓	Fly	DEX	6	=	4		+	2
✓	Heal	WIS	1	=	1			
✓	Intimidate	CHA	0	=	0			
	Knowledge (Arcana)	INT	7	=	2	+	2	+
	Knowledge (Geography)	INT	7	=	2	+	2	+
	Knowledge (Local)	INT	8	=	2	+	3	+
✓	Perception	WIS	10	=	1	+	4	+
✓	Perception (Trapfinding)	WIS	11	=	1	+	4	+
✓	Perform (Untrained)	CHA	0	=	0			
	Profession (Clerk)	WIS	8	=	1	+	4	+
	Profession (Sailor)	WIS	5	=	1	+	1	+
✓	Ride	DEX	4	=	4			
✓	Sense Motive	WIS	1	=	1			
	Sleight of Hand	DEX	8	=	4	+	1	+
	Spellcraft	INT	7	=	2	+	2	+
✓	Stealth	DEX	15	=	4	+	4	+
✓	Survival	WIS	2	=	1	+	1	
✓	Swim	STR	5	=	1	+	1	+
	Use Magic Device	CHA	4	=	0	+	1	+
				=			+	
				=			+	

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

Uses per day

Blinding Ray (Sp): As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more than 1 Hit Dice are dazzled for 1 round instead. This ability can be used 5 times per day. [Paizo Inc. - Core Rulebook, p.81]

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Amulet of Natural Armor +2		Equipped	1	0 / 8,000	
Dagger +1 (Small/Deadly)		Equipped	1	0.5 / 8,302	
When this weapon delivers a coup de grace, it gains +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.					
Dagger, Punching +1 (Small)		Equipped	1	0.5 / 2,302	
Quick Runner's Shirt		Equipped	1	0 / 1,000	
Once per day as a swift action, the wearer can take an additional move action to move on his turn.					
Spellbook (Wizard's/Blank)		Carried	1	3 / 15	
TOTAL WEIGHT CARRIED/VALUE		4 lbs.	19,619gp		
WEIGHT ALLOWANCE					
Light	37	Medium	75	Heavy	112
Lift over head	112	Lift off ground	225	Push / Drag	562
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Common, Elven, Goblin, Halfling					
Other Companions					

Special Attacks	
Bleeding Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]
You can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 2 additional points of damage each round. Bleeding creatures that that amount of damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.	
Blinding Ray (Sp)	[Paizo Inc. - Core Rulebook, p.81]
As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more than 1 Hit Dice are dazzled for 1 round instead. This ability can be used 5 times per day.	
Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. 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 weapon that deals nonlethal damage, 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 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.	

Special Qualities	
Arcane Bond (Su)	[Paizo Inc. - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with an object.	
Arcane School	[Paizo Inc. - Core Rulebook]
Bonded Object	[Paizo Inc. - Core Rulebook, p.78]
Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item.	

This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Bonus Critical Confirmation (Halfling Weapons) (3x)	[Paizo Inc. - Advanced Race Guide]
Choose a weapon from the following list: sling, dagger, or any weapon with "halfling" in its name. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.	
Cantrips	[Paizo Inc. - Core Rulebook, p.79]
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.	
Evasion (Ex)	[Paizo Inc. - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Extended Illusion (Su)	[Paizo Inc. - Core Rulebook, p.81]
Any illusion spell you cast with a duration of "Concentration" lasts an additional 1 rounds after you stop maintaining concentration.	
Fearless (Ex)	[Paizo Inc. - Core Rulebook, p.26]
Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.	
Halfling Luck (Ex)	[Paizo Inc. - Core Rulebook, p.26]
Halflings receive a +1 racial bonus on all saving throws.	
Illusion School	[Paizo Inc. - Core Rulebook, p.81]
You have chosen to specialize in illusion spells.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.26]
Halflings receive a +2 bonus on Perception skill checks.	
Sure-Footed (Ex)	[Paizo Inc. - Core Rulebook, p.26]
Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.	
Trapfinding (Ex)	[Paizo Inc. - Core Rulebook, p.68]
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	
Trap Sense (Ex)	[Paizo Inc. - Core Rulebook]
You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.	
Water Opposition School	[Paizo Inc. - Advanced Player's Guide, p.142]
You have chosen water spells as an opposition school. Preparing a water spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a water spell as a prerequisite.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.26]
Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.	
Wood Opposition School	[Paizo Inc. - Ultimate Magic, p.88]
You have chosen wood spells as an opposition school. Preparing a wood spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a wood spell as a prerequisite.	

Feats	
Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]
You are trained in using your agility in melee combat, as opposed to brute strength.	
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.	
Weapon Focus (Dagger)	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Scribe Scroll	[Paizo Inc. - Core Rulebook, p.132]
You can create magic scrolls.	
You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hook Hand, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	3+0	2+1	—	—	—	—	—	—	—	—
Concentration	+3									

LEVEL 0 / Per Day:3+0 / Caster Level:1

Name	School	Time	Duration	Range	Source
Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; <i>EFFECT</i> : You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
Bleed	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.249
[V, S] TARGET: One living creature; <i>EFFECT</i> : You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:12, Will negates]					
Mage Hand	Transmutation	1 standard action	Concentration	Close (25 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; <i>EFFECT</i> : You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					

LEVEL 1 / Per Day:2+1 / Caster Level:1

Name	School	Time	Duration	Range	Source
Air Bubble	Conjuration (Creation)	1 standard action	1 minutes	Touch	UC:p.222
[S, M/DF] TARGET: one creature or one object no larger than a Large twohanded weapon; <i>EFFECT</i> : Creates a small pocket of air around your head or an object. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
*Blurred Movement	Illusion (Glamer)	1 standard action	1 minutes [D]	Personal	ACG:p.176
[V, S] TARGET: you; <i>EFFECT</i> : As blur, but only while you are moving.					
Forced Quiet	Transmutation [Sonic]	1 standard action	1 rounds	Medium (110 ft.)	UM:p.221
[S] TARGET: One creature; <i>EFFECT</i> : Target cannot make loud noises. [SR:Yes; DC:13, Will negates]					

* =Domain/Speciality Spell

Alton Greenbottle

RACE

Halfing

AGE

34

AGE

GENDER

Male

VISION

None

ALIGNMENT

Right

DOMINANT HAND

HEIGHT

3' 1"

WEIGHT

35 lbs.

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: