

## Tezz

Neutral Good Halfling Rogue 1

|                     |    |      |
|---------------------|----|------|
| <b>Strength</b>     | 10 | (+0) |
| <b>Dexterity</b>    | 18 | (+4) |
| <b>Constitution</b> | 10 | (+0) |
| <b>Intelligence</b> | 14 | (+2) |
| <b>Wisdom</b>       | 10 | (+0) |
| <b>Charisma</b>     | 12 | (+1) |

**Action Points (5):**

**Hit Points (6):**

**Initiative Modifier:** +4

**Movement:** 20 ft

**Armor Class:** 17 (Touch 12, FF 14)

**Fort:** +1      **Reflex:** +7      **Will:** +1

**BAB:** +0      **Grapple:** -4

### Rapier

Attack: +1 melee

Damage: 1d4 piercing

Critical: 18-20/x2

**Light Crossbow**

Attack: +5 ranged

Damage: 1d6 piercing

Range Increment: 80 ft

Critical: 19-20/x2

**Alchemist's Fire**

Attack: +6 ranged touch

Damage: 1d6 fire

Range Increment: 10 ft

Critical: 20/x2

### Racial Features

+2 save vs. Fear

+1 to all saving throws\*

+2 to Climb, Jump, Listen, and Move Silently checks\*

+1 to attack rolls with thrown weapons and slings\*

**Small Size:** +1 to attack, +1 AC, +4 to Hide\*, 20 ft base movement.

\* These bonuses have been added in.

### Feats

**Least Dragonmark of Healing:** +2 on Heal checks. May use *cure light wounds* once per day as a spell-like ability. Caster level 1st (1d8+1).

### Class Features

**Sneak Attack:** Any time that you are flanking an enemy or when he is denied his Dex bonus to AC, you may add 1d6 to damage rolls. You can perform a sneak attack with a missile weapon, provided that you are within 30 feet of your target.

**Trapfinding:** You can use the Search skill to locate magical and non-magical traps, and can disable magical traps with Disable Device.

| Skills                 | Modifier |
|------------------------|----------|
| Bluff                  | +1       |
| Climb                  | +1       |
| Disable Device (4)     | +6       |
| Diplomacy (4)          | +5       |
| Gather Information (3) | +4       |
| Heal (1 cc)            | +3       |
| Hide (3)               | +10      |
| Jump                   | +1       |
| Knowledge (local)(4)   | +6       |
| Listen                 | +2       |
| Move Silently (4)      | +9       |
| Open Lock (4)          | +8       |
| Search (4)             | +6       |
| Sleight of Hand (4)    | +7       |
| Spot (4)               | +4       |

### Languages

Common, Halfling, Gnome, Goblin

### Equipment

Studded Leather (+3 AC, -1 skill check)

Quiver and 20 bolts

Backpack

Thieves' tools

Sunrod

Alchemist's Fire  (1d6 fire damage for two rounds. 1 point splash within 5 feet.)

## History

Once you were part of the Southern Command of Cyre, fighting to defend the Heart of Galifar from the rebels and usurpers who had shattered the peace of Galifar. You were proud to serve, and you were confident that, in time, you would triumph over those who had broken with tradition.

You were wrong.

In 994, a magical catastrophe devastated the land of Cyre, transforming the beautiful realm into a blasted wasteland filled with supernatural hazards and terrible monsters – a twisted place known as the Mournland. Your army, your friends, your home – it all vanished in a single night. You were on a border patrol when disaster struck, otherwise you would have likely died as well. The war has come to a halt – for now – but you have no place in it. Your fellow soldiers are the only companions you can trust. You must find your way in this new age – find a way to make a difference, to make a profit, or at least to survive.

You are **Tezz**, a clever scout and heir to the Mark of Healing. You were born into House Jorasco, but you generally keep this a secret, telling people that you were born an orphan and that you don't know your parentage. In truth, you have blood ties to both Jorasco and to the Boromar Clan, a powerful criminal family with a presence in many of the great cities of Khorvaire. You owe your larcenous skills to your Boromar upbringing, but you found that you weren't cut out for the life of criminal or healer. You're too good-natured to be a true thief; you like to improve lives when you can. At the same time, the life of a healer seemed deathly dull. So you struck out on your own, signing up as a scout with the army of Cyre and looking for adventure and excitement. That's still your goal. Gold is good, but your primary interest is in having fun – and perhaps, someday, making a difference in the world.

Your companions are:

***Dorian Delisan Cantar***, a gnome sorcerer. Dorian possesses the mystical ability to repair damaged objects, and his primary task was keeping the warforged in battleready condition. However, he is a charismatic fellow with a knack for a con, and his dazzling lights can be a powerful force in the midst of battle. Dorian is an old friend; the two of you met long before the war.

***Slate***, a warforged soldier that Dorian recovered from the Mournland. He has no memory of anything that occurred before the Mourning, and is still struggling to find his own identity. He is a powerful warrior with immense strength, and usually takes point in melee combat.

***Dymus Deneith***, a warrior-monk of Dol Dorn. Dymus is an heir of House Deneith and bears the Mark of Sentinel, but he turned his back on his house to embrace the cause of Cyre. Born into the house of mercenaries, Dymus often seeks to provide guidance in combat situations.

***Kesht***, a shifter priest of the Sovereign Host. Kesht is a warrior as well as a healer, dedicated to Dol Dorn and Balinor, the sovereigns of war and the hunt.

***Rael Dehllyr***, a ranger of the Valenar elves. Rael is an honorable warrior, and when his people betrayed Cyre he turned his back on them and continued to serve the nation. With the destruction of Cyre, he still seeks a way to redeem the sins of his people and bring honor to the memory of his ancestors.