

GAVIN GALLOWSLLEE

Male Halfling Fighter/Rogue

Level 2/2

Chaotic Good

Gavin Gallowsslee met the other adventurers on a ship sailing north out of his home city of Waterdeep. Initially Gavin was distrustful of the strange band, and it took a couple of attacks by pirates for Gavin to see their worth and for them all to become friends. Gavin is mostly along for the ride on the group's adventures. He hopes that there is some treasure left in Frostsilver and that Morn and Durven won't mind too much if he takes it—just his fair share, of course.



Ability	Score	Modifier
Strength	12	+1
Dexterity	18	+4
Constitution	16	+3
Intelligence	10	+0
Wisdom	9	-1
Charisma	8	-1

Initiative	+4
Armor Class	21
Flat-Footed AC	17
Touch AC	13
Move	20 ft. (4 squares)
Hit Points	32 (4 HD)

Base Attack	+3
Melee Attack	+5
Grapple	+0
Ranged Attack	+8

Weapon	Attack Bonus	Damage	Critical Hit	Range/Special
Masterwork throwing axe	+9	1d4+1	×2	—
Attack with both axes	+7/+7	1d4+1/1d4	×2	—
Masterwork throwing axe (thrown)	+10	1d4+1	×2	10 ft.
Throw both axes	+8/+8	1d4+1/1d4	×2	10 ft.

Saving Throws

Fort +7 Ref +8 Will +0 (+2 fear)

Special Abilities

- Evasion (take no damage when you make a Reflex save for half damage)
- Sneak Attack (+1d6 damage on attacks against flanked or flat-footed foes)
- Trapfinding (use Search to find traps)

Feats

- Point-Blank Shot (+1 to ranged attacks and damage within 30 feet)
- Precise Shot (no penalty for ranged attack against foes in melee)
- Two-Weapon Fighting (make two mw throwing axe attacks if you don't move more than 5 feet)

Skills

Climb	+7 (Str)
Disable Device	+7 (Int)
Jump	+3 (Str)
Hide	+11 (Dex)
Listen	+6 (Wis)
Move Silently	+10 (Dex)
Search	+5 (Int)
Spot	+4 (Wis)
Tumble	+10 (Dex)

Magic Items

+1 chain shirt,
ring of protection +1
Potion of cure light wounds
(heals 1d8+1 hit points)
Potion of lesser restoration
(heals 1d4 ability damage)

Equipment

5 masterwork throwing axes,
masterwork thieves' tools,
2 sunrods, 50 feet of silk rope,
backpack, flint and steel

