

## Clint

Player: Matt-PBB

Male elf rogue 7 - CR 6

Chaotic Good Humanoid (Elf); Deity: **Cayden Cailean** ;

Age: 124; Height: 6' 1"; Weight: 127lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	15	+2	
<b>Crowbar</b> : +2 circumstance bonus to force open a door or chest with a crowbar			
<b>DEX</b> DEXTERITY	20	+5	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	16	+3	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3	+2	+1				
<b>Elven Immunities</b> : +2 vs. enchantments							
<b>REFLEX</b> (DEXTERITY)	+10	+5	+5				
<b>Trap Sense</b> : +2 bonus vs. traps, <b>Elven Immunities</b> : +2 vs. enchantments							
<b>WILL</b> (WISDOM)	+3	+2	+1				
<b>Elven Immunities</b> : +2 vs. enchantments							

### Elven Immunities      Elven Immunities - Sleep

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	22	+6		+4				+1	+1

**Touch AC** 16      **Flat-Footed AC** 17

**Trap Sense**: +2 bonus vs. traps

	BAB	Strength	Size	Misc
<b>CM Bonus</b>	+7	+5	+2	-

	BAB	Strength	Dexterity	Size
<b>CM Defense</b>	23	= 10	+5	+2

See the AC section (above) for situational modifiers that may also apply to CMD

**Base Attack** +5      **HP** 75

**Initiative** +5      Damage / Current HP

**Speed** 30 ft

### Elven chain

+6

Max Dex: +4, Armor Check: -1  
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+14	DEX (5)	7	
<b>Appraise</b>	+9	INT (3)	3	
<b>Bluff</b>	+8	CHA (2)	3	
<b>Climb</b>	+8	STR (2)	4	
<b>Craft (traps)</b>	+11	INT (3)	3	
<b>Diplomacy</b>	+10	CHA (2)	5	
<b>Disable Device</b>	+19	DEX (5)	7	
<b>Disguise</b>	+6	CHA (2)	1	
<b>Escape Artist</b>	+9	DEX (5)	2	
<b>Fly</b>	+4	DEX (5)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+2	CHA (2)	-	
<b>Knowledge (arcana)</b>	+5	INT (3)	2	
<b>Knowledge (dungeoneering)</b>	+10	INT (3)	4	
<b>Knowledge (engineering)</b>	+5	INT (3)	2	
<b>Knowledge (history)</b>	+5	INT (3)	2	
<b>Knowledge (local)</b>	+8	INT (3)	2	
<b>Knowledge (nobility)</b>	+4	INT (3)	1	
<b>Knowledge (religion)</b>	+5	INT (3)	2	
<b>Linguistics</b>	+8	INT (3)	2	
<b>Perception</b>	+13	WIS (1)	7	

**Trapfinding**: +3 to locate traps, **Canny Observer**: +4 bonus to hear the details of a conversation or to find concealed or secret objects (including doors and traps)

<b>Ride</b>	+4	DEX (5)	-
<b>Sense Motive</b>	+6	WIS (1)	2
<b>Sleight of Hand</b>	+10	DEX (5)	3
<b>Spellcraft</b>	+4	INT (3)	1
<b>Elven Magic</b> : +2 to identify magic item properties			
<b>Stealth</b>	+14	DEX (5)	7
<b>Survival</b>	+4	WIS (1)	3
<b>Swim</b>	+6	STR (2)	2
<b>Use Magic Device</b>	+12	CHA (2)	6

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Dodge**  
+1 AC.

#### Elven Weapon Proficiencies

You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).

#### Extra Rogue Talent (Rogue)

Choose an additional Rogue Talent

#### Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

#### Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

#### Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

## Feats

Simple Weapon Proficiency - All  
Proficient with all simple weapons.

### Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

## Traits

### Armor Expert

-1 Armor check penalty.

### Dangerously Curious

+1 to Use Magic Device checks, Use Magic Device is always a class skill for you.

## Dagger

Main hand: **+7, 1d4+2**

Crit: 19-20/x2

Main w/ offhand: **+3, 1d4+2**

Rng: 10'

Main w/ light off.: **+5, 1d4+2**

Light, P/S

Offhand: **+5, 1d4+1**

Ranged: **+10, 1d4+2**

Ranged w/ offhand: **+6, 1d4+2**

Ranged w/ light off.: **+8, 1d4+2**

Ranged offhand: **+8, 1d4+1**

## Masterwork light mace

Main hand: **+8, 1d6+2**

Crit: x2

Main w/ offhand: **+4, 1d6+2**

Light, B

Main w/ light off.: **+6, 1d6+2**

Offhand: **+6, 1d6+1**

## Merthivial

Main hand: **+8, 1d8+3**

Crit: 19-20/x2

Both hands: **+8, 1d8+4**

1-hand, S

Main w/ offhand: **+4, 1d8+3**

Main w/ light off.: **+6, 1d8+3**

Offhand: **+4, 1d8+2**

## Organripper

Main hand: **+8, 1d4+3**

Crit: 19-20/x2

Main w/ offhand: **+4, 1d4+3**

Rng: 10'

Main w/ light off.: **+6, 1d4+3**

Light, P/S

Offhand: **+6, 1d4+2**

Ranged: **+11, 1d4+3**

Ranged w/ offhand: **+7, 1d4+3**

Ranged w/ light off.: **+9, 1d4+3**

Ranged offhand: **+9, 1d4+2**

## Paeliel composite longbow

Ranged, both hands: **+11, 1d8+2**

Crit: x3

Rng: 110'

2-hand, P

## Gear

**Total Weight Carried: 65/200lbs, Light Load  
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Arrows x60 <In: Efficient quiver (82 @ 14.5 lbs)> 0.15 lbs

Artisan's outfit (Free) -

## Experience & Wealth

Experience Points: **45001/51000**

Current Cash: **884 gp**

## Gear

**Total Weight Carried: 65/200lbs, Light Load  
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Artisan's tools, masterwork (Craft [traps]) <In: 5 lbs  
Backpack (7 @ 24 lbs) 2 lbs  
Bedroll <In: Backpack (7 @ 24 lbs)> 5 lbs  
Belt pouch (5 @ 2 lbs) 0.5 lbs  
Belt pouch (6 @ 2 lbs) 0.5 lbs  
Blunt arrows x20 <In: Efficient quiver (82 @ 0.15 lbs  
Caltrops <In: Belt pouch (5 @ 2 lbs)> 2 lbs  
Candle x3 <In: Belt pouch (5 @ 2 lbs)> -  
Chalk x3 <In: Belt pouch (6 @ 2 lbs)> -  
Crowbar <In: Backpack (7 @ 24 lbs)> 5 lbs  
Dagger <In: Efficient quiver (82 @ 14.5 lbs)> 1 lb  
Dust of dryness <In: Backpack (7 @ 24 lbs)> -  
Efficient quiver (82 @ 14.5 lbs) 2 lbs  
Elven chain 20 lbs  
Flask <In: Belt pouch (6 @ 2 lbs)> 1.5 lbs  
Flint and steel <In: Belt pouch (6 @ 2 lbs)> -  
Masterwork light mace 4 lbs  
Merthivial 4 lbs  
Mirror <In: Belt pouch (6 @ 2 lbs)> 0.5 lbs  
Organripper 1 lb  
Paeliel composite longbow <In: Efficient quiver 1.5 lbs  
Potion of cat's grace <In: Backpack (7 @ 24 lbs)> -  
Potion of cure light wounds <In: Belt pouch (5 @ 2 -  
Potion of cure moderate wounds -  
Potion of stone to flesh -  
Silk rope <In: Backpack (7 @ 24 lbs)> 5 lbs  
Smoked goggles -  
Thieves' tools, masterwork 2 lbs  
Waterskin <In: Backpack (7 @ 24 lbs)> 4 lbs

## Special Abilities

### Canny Observer (Ex)

When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

### Elven Magic

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

### Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

### Fast Stealth (Ex)

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### Sneak Attack +4d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

### Trap Sense +2 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the

## Special Abilities

### Trapfinding +3

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### Uncanny Dodge (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

## Spell-Like Abilities

Minor Magic (Ray of Frost, 3/day) (Sp)

## Tracked Resources

Arrows

Blunt arrows

Dagger   
Dust of dryness   
Organripper   
Potion of cat's grace   
Potion of cure light wounds   
Potion of cure moderate wounds   
Potion of stone to flesh

## Languages

Common	Orc
Draconic	Sylvan
Elven	Undercommon
Infernal	