

# Krystalis

Character Name

Rogue 2

CLASS

2 (1)

Character Level (CR)

1547 / 3300

EXP/NEXT LEVEL

# Liz

Player Name

Half-Elf / Humanoid

RACE

23

AGE

Female

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

5' 4" / 120 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Low-Light Vision

VISION

EYES HAIR POINTS

ABILITY NAME BASE SCORE BASE MOD ABILITY SCORE ABILITY MOD TEMP SCORE TEMP MOD

**STR** Strength 12 +1 12 +1 **HP** hit points 20

**DEX** Dexterity 18 +4 18 +4 **AC** armor class 15 : 12 : 13 = 10 + 2

**CON** Constitution 16 +3 16 +3 **INITIATIVE** modifier +6 = +4 + +2

**INT** Intelligence 14 +2 14 +2

**WIS** Wisdom 12 +1 12 +1

**CHA** Charisma 16 +3 16 +3

SAVING THROWS TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

**FORTITUDE** (constitution) +3 = +0 + +3 + +0 + +0 + +0 +

**REFLEX** (dexterity) +7 = +3 + +4 + +0 + +0 + +0 +

**WILL** (wisdom) +1 = +0 + +1 + +0 + +0 + +0 +

WOUNDS/CURRENT HP SUBDUAL DAMAGE DAMAGE REDUCTION SPEED

Walk 20 ft.

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE Morale Insight Sacred Profane MISC

MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST ACID RESIST COLD RESIST ELECT. RESIST FIRE RESIST

Encumbrance **Medium** (rules applied)

TOTAL SKILLPOINTS: 20

**SKILLS** KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER

Acrobatics DEX 5 = 4 + 1

Acrobatics (Jump) DEX 1 = 4 + 1 + -4

Appraise INT 6 = 2 + 1 + 3

Bluff CHA 8 = 3 + 2 + 3

Climb STR 2 = 1 + 1

Craft (Untrained) INT 2 = 2

Diplomacy CHA 7 = 3 + 1 + 3

Disable Device DEX 10 = 4 + 2 + 4

Disguise CHA 7 = 3 + 1 + 3

Escape Artist DEX 7 = 4 + 1 + 2

Fly DEX 1 = 4 + -3

Heal WIS 1 = 1

Intimidate CHA 7 = 3 + 1 + 3

Perception WIS 8 = 1 + 2 + 5

Perception (Trapfinding) WIS 9 = 1 + 2 + 6

Perform (Untrained) CHA 3 = 3

Ride DEX 1 = 4 + -3

Sense Motive WIS 5 = 1 + 1 + 3

Sleight of Hand DEX 5 = 4 + 1

Sleight of Hand (Conceal Weapon) DEX 9 = 4 + 1 + 4

Stealth DEX 8 = 4 + 2 + 2

Survival WIS 2 = 1 + 1

Swim STR -2 = 1 + -3

Use Magic Device CHA 9 = 3 + 2 + 4

Use Magic Device CHA 9 = 3 + 2 + 4

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## Conditional Save Modifiers:

+2 vs. enchantment spells and effects

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP

**MELEE** attack bonus +2 = +1 + +1 + +0 + +0 + +0 +

**RANGED** attack bonus +5 = +1 + +4 + +0 + +0 + +0 +

**CMB** attack bonus +2 = +1 + +1 + +0 + +0 + +0 +

GRAPPLE TRIP DISARM SUNDER BULL RUSH OVERRUN

**CMB** +2 +2 +2 +2 +2 +2

**CMD** 16 16 16 16 16 16

**UNARMED** (nonlethal only) TOTAL ATTACK BONUS DAMAGE CRITICAL REACH

+2 1d3+1 20/x2 5 ft.

**\*Shortbow** HAND TYPE SIZE CRITICAL REACH

Both P M 20/x3 5 ft.

Range: 30 ft. To Hit: +5 Damage: 1d6

60 ft. 120 ft. 180 ft. 240 ft. 300 ft.

TH +5 +3 +1 -1 -3

Dam 1d6 1d6 1d6 1d6 1d6

360 ft. 420 ft. 480 ft. 540 ft. 600 ft.

TH -5 -7 -9 -11 -13

Dam 1d6 1d6 1d6 1d6 1d6

## Sword, Short

HAND TYPE SIZE CRITICAL REACH

Carried P M 19-20/x2 5 ft.

To Hit Dam To Hit Dam

1H-P +2 1d6+1 2W-P-(OH) -4 1d6+1

1H-O -2 1d6 2W-P-(OL) -2 1d6+1

2H +2 1d6+1 2W-OH -6 1d6

\*: 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

\*Leather Light +2 +6 +0 10

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Shortbow	Equipped	1	2 / 30	
Outfit (Traveler's)	Equipped	1	5 / 0	
Leather	Equipped	1	15 / 10	
Backpack, Common	Equipped	1	2 / 2	
<small>41 lbs., 1 Bedroll, 1 Grappling Hook, Common, 1 Mess Kit, 1 Pot (Iron), 5 Rations (Trail/Per Day), 1 Rope (Hemp/50 ft.), 1 Soap (per lb.), 10 Torch, 1 Oil (1 Pint Flask)</small>				
Bedroll	Backpack, Common	1	5 / 0.1	
Grappling Hook, Common	Backpack, Common	1	4 / 1	
Mess Kit	Backpack, Common	1	1 / 0.2	
Pot (Iron)	Backpack, Common	1	4 / 0.8	
Rations (Trail/Per Day)	Backpack, Common	5	1 (5) / 0.5 (2.5)	
□□□□□				
Rope (Hemp/50 ft.)	Backpack, Common	1	10 / 1	
Soap (per lb.)	Backpack, Common	1	1 / 0.5	
Torch	Backpack, Common	10	1 (10) / 0 (0.1)	
<small>□□□□□ □□□□□ Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>				
Oil (1 Pint Flask)	Backpack, Common	1	1 / 0.1	
Belt Pouch	Equipped	1	0.5 / 1	
<small>9.5 lbs., 1 Caltrops, 10 Chalk (1 Piece), 1 Flint and Steel, 1 Mirror (Small/Steel), 10 Piton, 1 Thieves' Tools, 1 Masterwork Thieves' Tools</small>				
Caltrops	Belt Pouch	1	2 / 1	
Chalk (1 Piece)	Belt Pouch	10	0 (0) / 0 (0.1)	
Flint and Steel	Belt Pouch	1	0 / 1	
Mirror (Small/Steel)	Belt Pouch	1	0.5 / 10	
Piton	Belt Pouch	10	0.5 (5) / 0.1 (1)	
Thieves' Tools	Belt Pouch	1	1 / 30	
Masterwork Thieves' Tools	Belt Pouch	1	1 / 100	
Waterskin (Filled)	Equipped	1	4 / 1	
Arrows (20)	Equipped	1	3 / 1	
Sword, Short	Carried	1	2 / 10	
TOTAL WEIGHT CARRIED/VALUE		79 lbs.	204.4gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
Total= 0 gp	

### MAGIC

Languages	
Aquan, Common, Drow, Elven, Sylvan	

### Other Companions

Traits	
<b>Dangerously Curious</b>	[Paizo Inc. - Advanced Player's Guide, p.329]
You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.	
<b>Elven Reflexes</b>	[Paizo Inc. - Advanced Player's Guide, p.331]
One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
<b>Sneak Attack (Ex)</b>	[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 1d6 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	
<b>Adaptability (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive Skill Focus as a bonus feat at 1st level.	
<b>Elf Blood (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
Half-elves count as both elves and humans for any effect related to race.	
<b>Elven Immunities (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
<b>Evasion (Ex)</b>	[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.	
<b>Humanoid Traits (Ex)</b>	[Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.	
<b>Keen Senses (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
<b>Low-Light Vision (Ex)</b>	[Paizo Inc. - Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
<b>Multitalented (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.	
<b>Trapfinding (Ex)</b>	[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.	
<b>Underhanded* (Ex)</b>	[Paizo Inc. - Ultimate Combat, p.70]
A rogue with this talent gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Furthermore, if she makes a sneak attack during the surprise round using a concealed weapon that her opponent didn't know about, she does not have to roll sneak attack damage, and the sneak attack deals maximum damage. A rogue can only use the underhanded talent a number of times per day equal to her Charisma modifier (minimum 0).	

Feats	
<b>Skill Focus (Disable Device)</b>	[Paizo Inc. - Core Rulebook, p.134]
You are particularly adept at your chosen skill.	
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
<b>Stealthy</b>	[Paizo Inc. - Core Rulebook, p.135]
You are good at avoiding attention and slipping out of bonds.	
You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	

Proficiencies	
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pitchfork, 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)	

# Krystalis

Half-Elf

RACE

23

AGE

Female

GENDER

Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Left

DOMINANT HAND

5' 4"

HEIGHT

120 lbs.

WEIGHT

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:**