

Krystalis

Character Name

Rogue 5

CLASS

5 (4)

Character Level (CR)

10000 / 15000

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

| | | | | | | | | | | |
|----------------------------|------------|----------|---------------|-------------|------------|----------|--|----------------|------------------|-------------|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED |
| STR Strength | 12 | +1 | 12 | +1 | | | HP Hit points: 45 | | | Walk 20 ft. |
| DEX Dexterity | 21 | +5 | 21 | +5 | | | AC armor class: 13 | 13 | 11 | 10 |
| CON Constitution | 16 | +3 | 16 | +3 | | | TOTAL | FLAT | TOUCH | BASE |
| INT Intelligence | 14 | +2 | 14 | +2 | | | INITIATIVE modifier: +7 | +7 | +5 | +2 |
| WIS Wisdom | 12 | +1 | 12 | +1 | | | Encumbrance: Heavy (rules applied) | | | |
| CHA Charisma | 16 | +3 | 16 | +3 | | | | | | |

| | | | | | | | |
|------------------------------------|-------|-----------|---------|-------|------|------|------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP |
| FORTITUDE (constitution) | +4 | +1 | +3 | +0 | +0 | +0 | |
| REFLEX (dexterity) | +9 | +4 | +5 | +0 | +0 | +0 | |
| WILL (wisdom) | +4 | +1 | +1 | +0 | +2 | +0 | |

Conditional Save Modifiers:
 +2 vs. enchantment spells and effects
 +1 Reflex to avoid traps

| | | | | | | | |
|------------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
| | +4 | +3 | +1 | +0 | +0 | +0 | |
| RANGED attack bonus | +8 | +3 | +5 | +0 | +0 | +0 | |
| CMB attack bonus | +4 | +3 | +1 | +0 | | | |

| | | | | | | |
|-----|---------|------|--------|--------|-----------|----------|
| CMB | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRRUN |
| +4 | +4 | +4 | +4 | +4 | +4 | +4 |
| CMD | 19 | 19 | 19 | 19 | 19 | 19 |

| | | | | |
|-----------------------------|--------------------|--------|----------|-------|
| UNARMED (nonlethal only) | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
| | +4 | 1d3+1 | 20/x2 | 5 ft. |

| | | | | | | | | | |
|----------------------------------|--------|-------|-----------|--------|---------|------|------|----------|-------|
| *Masterwork Sword (Short) | | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | | | | Primary | P | M | 19-20/x2 | 5 ft. |
| | To Hit | Dam | 2W-P-(OH) | To Hit | Dam | | | | |
| 1H-P | +5 | 1d6+1 | | -1 | 1d6+1 | | | | |
| 1H-O | +1 | 1d6 | 2W-P-(OL) | +1 | 1d6+1 | | | | |
| 2H | +5 | 1d6+1 | 2W-OH | -3 | 1d6 | | | | |

| | | | | | | | | | |
|----------------|--------|--------|-----------|--------|----------|------|------|----------|-------|
| *Dagger | | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | | | | Off-hand | PS | M | 19-20/x2 | 5 ft. |
| | To Hit | Dam | 2W-P-(OH) | To Hit | Dam | | | | |
| 1H-P | +4 | 1d4+1 | | -2 | 1d4+1 | | | | |
| 1H-O | +0 | 1d4 | 2W-P-(OL) | +0 | 1d4+1 | | | | |
| 2H | +4 | 1d4+1 | 2W-OH | -4 | 1d4 | | | | |
| | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | | | | |
| TH | +9 | +7 | +5 | +2 | +0 | | | | |
| Dam | 1d4+2 | 1d4+2 | 1d4+2 | 1d4+1 | 1d4+1 | | | | |

| | | | | | | | | | |
|---------------------------|--------|--------|--------|--------|----------|------|------|----------|-------|
| Oil (1 Pint Flask) | | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | | | | Equipped | F | M | 20/x2 | 5 ft. |
| | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | | | | |
| TH | +9 | +7 | +5 | +2 | +0 | | | | |
| Dam | 1d6+1 | 1d6+1 | 1d6+1 | 1d6 | 1d6 | | | | |

Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite

| | | | | | |
|----------|-------|----|--------|-------|---------------|
| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
| *Leather | Light | +2 | +6 | +0 | 10 |

| | | | | | | | |
|-------------|----------------------|---------------------|--------------|-------------|-------------|---------------|-------------|
| MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST | ACID RESIST | COLD RESIST | ELECT. RESIST | FIRE RESIST |
| 10 | -6 | 0 | | | | | |

| | | | | | | | |
|-----------------------|----------------------------------|-------------|----------------|------------------|-------|---------------|----------------|
| TOTAL SKILLPOINTS: 50 | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER | MAX RANKS: 5/5 |
| | Acrobatics | DEX | 4 | = 5 + 2 + -3 | | | |
| | Acrobatics (Jump) | DEX | 0 | = 5 + 2 + -7 | | | |
| | Appraise | INT | 10 | = 2 + 5 + 3 | | | |
| | Bluff | CHA | 11 | = 3 + 5 + 3 | | | |
| | Climb | STR | 0 | = 1 + 2 + -3 | | | |
| | Craft (Untrained) | INT | 2 | = 2 | | | |
| | Diplomacy | CHA | 8 | = 3 + 2 + 3 | | | |
| | Disable Device | DEX | 12 | = 5 + 5 + 2 | | | |
| | Disguise | CHA | 11 | = 3 + 5 + 3 | | | |
| | Escape Artist | DEX | 6 | = 5 + 2 + -1 | | | |
| | Fly | DEX | -1 | = 5 + -6 | | | |
| | Heal | WIS | 1 | = 1 | | | |
| | Intimidate | CHA | 8 | = 3 + 2 + 3 | | | |
| | Knowledge (Dungeoneering) | INT | 6 | = 2 + 1 + 3 | | | |
| | Perception | WIS | 11 | = 1 + 5 + 5 | | | |
| | Perception (Trapfinding) | WIS | 13 | = 1 + 5 + 7 | | | |
| | Perform (Untrained) | CHA | 3 | = 3 | | | |
| | Ride | DEX | -1 | = 5 + -6 | | | |
| | Sense Motive | WIS | 7 | = 1 + 3 + 3 | | | |
| | Sleight of Hand | DEX | 4 | = 5 + 2 + -3 | | | |
| | Sleight of Hand (Conceal Weapon) | DEX | 8 | = 5 + 2 + 1 | | | |
| | Stealth | DEX | 9 | = 5 + 5 + -1 | | | |
| | Survival | WIS | 2 | = 1 + 1 | | | |
| | Swim | STR | -5 | = 1 + -6 | | | |
| | Use Magic Device | CHA | 12 | = 3 + 5 + 4 | | | |

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

| Alchemist's Fire (Flask) | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------------|--------|--------|--------|----------|------|--------|----------|--------|
| | | | | Equipped | F | M | 20/x2 | 5 ft. |
| | 10 ft. | 20 ft. | 30 ft. | | | 40 ft. | | 50 ft. |
| TH | +9 | +7 | +5 | | | +2 | | +0 |
| Dam | 1d6+1 | 1d6+1 | 1d6+1 | | | 1d6 | | 1d6 |

Special Properties: Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

| Acid (Flask) | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------|--------|--------|--------|----------|------|--------|----------|--------|
| | | | | Equipped | A | M | 20/x2 | 5 ft. |
| | 10 ft. | 20 ft. | 30 ft. | | | 40 ft. | | 50 ft. |
| TH | +9 | +7 | +5 | | | +2 | | +0 |
| Dam | 1d6+1 | 1d6+1 | 1d6+1 | | | 1d6 | | 1d6 |

Special Properties: Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

| Liquid Ice (Flask) | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--------|--------|--------|----------|------|--------|----------|--------|
| | | | | Equipped | C | M | 20/x2 | 5 ft. |
| | 10 ft. | 20 ft. | 30 ft. | | | 40 ft. | | 50 ft. |
| TH | +9 | +7 | +5 | | | +2 | | +0 |
| Dam | 1d6+1 | 1d6+1 | 1d6+1 | | | 1d6 | | 1d6 |

Special Properties: Creatures within 5 feet of where it hits take 1 point of cold damage from the splash.

| Tanglefoot Bag | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|----------------|--------|--------|--------|----------|------|--------|----------|--------|
| | | | | Equipped | | M | none/x0 | 5 ft. |
| | 10 ft. | 20 ft. | 30 ft. | | | 40 ft. | | 50 ft. |
| TH | +9 | +7 | +5 | | | +2 | | +0 |
| Dam | | | | | | | | |

Special Properties: Ranged Touch attack entangles up to large creatures DC15 reflex, An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move

| Shortbow | | | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|---------------|---------|-------------|---------|---------------|---------|---------|------|------|----------|-------|
| | | | | | | Carried | P | M | 20/x3 | 5 ft. |
| Range: 30 ft. | | To Hit: +10 | | Damage: 1d6+1 | | | | | | |
| | 60 ft. | 120 ft. | 180 ft. | 240 ft. | 300 ft. | | | | | |
| TH | +9 | +7 | +5 | +3 | +1 | | | | | |
| Dam | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | | | | | |
| | 360 ft. | 420 ft. | 480 ft. | 540 ft. | 600 ft. | | | | | |
| TH | -1 | -3 | -5 | -7 | -9 | | | | | |
| Dam | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | | | | | |

| EQUIPMENT | | | |
|--|------------------|-----------|-------------------|
| ITEM | LOCATION | QTY | WT / COST |
| Masterwork Sword (Short) | Equipped | 1 | 2 / 310 |
| Dagger | Equipped | 1 | 1 / 2 |
| Outfit (Cold-Weather) | Equipped | 1 | 0 / 0 |
| +5 circumstance bonus on Fortitude saves vs cold weather | | | |
| Leather | Equipped | 1 | 15 / 10 |
| Backpack, Common | Equipped | 1 | 2 / 2 |
| 39.5 lbs., 1 Bedroll, 1 Grappling Hook, Common, 1 Mess Kit, 5 Rations (Trail/Per Day), 1 Soap (per lb.), 10 Torch, 1 Oil (1 Pint Flask), 1 Caltrops, 10 Chalk (1 Piece), 1 Flint and Steel, 1 Mirror (Small/Steel), 10 Piton, 1 Rope (Silk/50 ft.), 1 Potion of Spider Climb | | | |
| Bedroll | Backpack, Common | 1 | 5 / 0.1 |
| Grappling Hook, Common | Backpack, Common | 1 | 4 / 1 |
| Mess Kit | Backpack, Common | 1 | 1 / 0.2 |
| Rations (Trail/Per Day) | Backpack, Common | 5 | 1 (5) / 0.5 (2.5) |
| Soap (per lb.) | Backpack, Common | 1 | 1 / 0.5 |
| Torch | Backpack, Common | 10 | 1 (10) / 0 (0.1) |
| Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft. | | | |
| Oil (1 Pint Flask) | Backpack, Common | 1 | 1 / 0.1 |
| Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite | | | |
| Caltrops | Backpack, Common | 1 | 2 / 1 |
| Chalk (1 Piece) | Backpack, Common | 10 | 0 (0) / 0 (0.1) |
| Flint and Steel | Backpack, Common | 1 | 0 / 1 |
| Mirror (Small/Steel) | Backpack, Common | 1 | 0.5 / 10 |
| Piton | Backpack, Common | 10 | 0.5 (5) / 0.1 (1) |
| Rope (Silk/50 ft.) | Backpack, Common | 1 | 5 / 10 |
| 4 hp, DC 24 Strength check to burst | | | |
| TOTAL WEIGHT CARRIED/VALUE | | 96.2 lbs. | 7,541.7gp |

| EQUIPMENT | | | |
|--|------------------|-----------|-----------------------|
| ITEM | LOCATION | QTY | WT / COST |
| Potion of Spider Climb | Backpack, Common | 1 | 0 / 300 |
| Climb and travel on vertical surfaces for 30 minutes | | | |
| Belt Pouch | Equipped | 1 | 0.5 / 1 |
| 24.05 lbs., 10 Alchemist's Fire (Flask), 2 Spyglass, 1 Ice Floe Elixir, 2 Potion of Reduce Person, 2 Acid (Flask), 2 Liquid Ice (Flask), 2 Smokestick, 1 Tanglefoot Bag, 2 Potion of Levitate, 1 Potion of Cure Light Wounds, 1 Masterwork Thieves' Tools, 1 Oil of Greater Magic Weapon +1, 1 Scroll (Resist Energy), 4 Scroll (Magic Weapon) | | | |
| Alchemist's Fire (Flask) | Belt Pouch | 10 | 1 (10) / 20 (200) |
| Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. | | | |
| Spyglass | Belt Pouch | 2 | 1 (2) / 1,000 (2,000) |
| Ice Floe Elixir | Belt Pouch | 1 | 0 / 2,250 |
| Potion of Reduce Person | Belt Pouch | 2 | 0 (0) / 50 (100) |
| Target's size category decreases to next smaller category for 1 minute | | | |
| Acid (Flask) | Belt Pouch | 2 | 1 (2) / 10 (20) |
| Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash. | | | |
| Liquid Ice (Flask) | Belt Pouch | 2 | 2 (4) / 40 (80) |
| Creatures within 5 feet of where it hits take 1 point of cold damage from the splash.Craft DC: 25 | | | |
| Smokestick | Belt Pouch | 2 | 0.5 (1) / 20 (40) |
| creates 10ft cube of smoke as per fog cloud | | | |
| Tanglefoot Bag | Belt Pouch | 1 | 4 / 50 |
| Ranged Touch attack entangles up to large creatures DC15 reflex, An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move | | | |
| Potion of Levitate | Belt Pouch | 2 | 0 (0) / 300 (600) |
| Levitate up or down for 3 minutes | | | |
| Potion of Cure Light Wounds | Belt Pouch | 1 | 0 / 50 |
| Cures 1d8+1 points of damage. | | | |
| Masterwork Thieves' Tools | Belt Pouch | 1 | 1 / 100 |
| Oil of Greater Magic Weapon +1 | Belt Pouch | 1 | 0 / 750 |
| Gives a weapon or 50 projectiles a +1 enhancement bonus on attack and damage rolls for 5 hours. | | | |
| Scroll (Resist Energy) | Belt Pouch | 1 | 0 / 150 |
| Scroll (Magic Weapon) | Belt Pouch | 4 | 0 (0) / 25 (100) |
| Arrow +2 (Bane (Animals)) | Equipped | 1 | 0.1 / 366.1 |
| +2 enhancement bonus and does +2d6 bonus damage against Animals | | | |
| Arrows (20) | Equipped | 2 | 3 (6) / 1 (2) |
| Waterskin (Filled) | Equipped | 1 | 4 / 1 |
| Shortbow | Carried | 1 | 2 / 30 |
| TOTAL WEIGHT CARRIED/VALUE | | 96.2 lbs. | 7,541.7gp |

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

| MONEY |
|-------------|
| Total= 0 gp |

| MAGIC |
|-------|
| |

| Languages |
|------------------------------------|
| Aquan, Common, Drow, Elven, Sylvan |

| Other Companions |
|------------------|
| |

| Traits | |
|--|--|
| Dangerously Curious | [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. | |
| Elven Reflexes | [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

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 3d6 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

Adaptability (Ex)

[Paizo Inc. - Core Rulebook, p.24]

Half-elves receive Skill Focus as a bonus feat at 1st level.

Elf Blood (Ex)

[Paizo Inc. - Core Rulebook, p.24]

Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex)

[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.

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.

Humanoid Traits (Ex)

[Paizo Inc. - Core Rulebook, p.308]

Humanoids breathe, eat, and sleep.

Keen Senses (Ex)

[Paizo Inc. - Core Rulebook, p.24]

Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex)

[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.

Multitalented (Ex)

[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.

Trapfinding (Ex)

[Paizo Inc. - Core Rulebook, p.68]

You add +2 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.

Uncanny Dodge (Ex)

[Paizo Inc. - Core Rulebook]

You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Underhanded* (Ex)

[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

Iron Will

[Paizo Inc. - Core Rulebook, p.129]

You are more resistant to mental effects.
You get a +2 bonus on all Will saving throws.

Point-Blank Shot

[Paizo Inc. - Core Rulebook, p.131]

You are especially accurate when making ranged attacks against close target.
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Skill Focus (Disable Device)

[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.

Stealthy

[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.

Weapon Focus (Shortbow)

[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.

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: