

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	2	0	1	0	0	0	0	0	0	0	0	0	0	0
CON Constitution	16	+3	16	+3			INITIATIVE modifier	+7	+5	+2															
INT Intelligence	14	+2	14	+2			Encumbrance																		
WIS Wisdom	12	+1	12	+1			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	OVERRUN
+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.

*Shortbow					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +9		Damage: 1d6		
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	

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 +8	+6	+4	+2	+0	
Dam 1d6	1d6	1d6	1d6	1d6	

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

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 +8	+6	+4	+2	+0	
Dam 1d6	1d6	1d6	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.

*: 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

TOTAL SKILLPOINTS: 50		SKILLS		MAX RANKS: 5/5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ 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.

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	+8	+6	+4			+2		+0
Dam	1d6	1d6	1d6			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	+8	+6	+4			+2		+0
Dam	1d6	1d6	1d6			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	+8	+6	+4			+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

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit			Dam		
1H-P	+4	1d4+1	2W-P-(OH)			-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	+8	+6	+4			+2		+0
Dam	1d4+1	1d4+1	1d4+1			1d4+1		1d4+1

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Shortbow	Equipped	1	2 / 30
Leather	Equipped	1	15 / 10
Outfit (Cold-Weather)	Equipped	1	0 / 0
+5 circumstance bonus on Fortitude saves vs cold weather			
Backpack, Common	Equipped	1	2 / 2
50 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), 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, 1 Potion of Levitate			
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			
Alchemist's Fire (Flask)	Backpack, Common	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	Backpack, Common	2	1 (2) / 1,000 (2,000)
Ice Floe Elixir	Backpack, Common	1	0 / 2,250
Potion of Reduce Person	Backpack, Common	2	0 (0) / 50 (100)
Target's size category decreases to next smaller category for 1 minute			
Acid (Flask)	Backpack, Common	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)	Backpack, Common	2	2 (4) / 40 (80)
TOTAL WEIGHT CARRIED/VALUE		93.15 lbs.	6,640.7gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Creatures within 5 feet of where it hits take 1 point of cold damage from the splash.Craft DC: 25			
Smokestick	Backpack, Common	2	0.5 (1) / 20 (40)
creates 10ft cube of smoke as per fog cloud			
Tanglefoot Bag	Backpack, Common	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	Backpack, Common	1	0 / 300
Levitate up or down for 3 minutes			
Belt Pouch	Equipped	1	0.5 / 1
8.5 lbs., 1 Caltrops, 10 Chalk (1 Piece), 1 Flint and Steel, 1 Mirror (Small/Steel), 10 Piton, 1 Masterwork Thieves' Tools			
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)
Masterwork Thieves' Tools	Belt Pouch	1	1 / 100
Waterskin (Filled)	Equipped	1	4 / 1
Arrows (20)	Equipped	1	3 / 1
Oil of Greater Magic Weapon +1			
Oil of Greater Magic Weapon +1	Equipped	1	0 / 750
Gives a weapon or 50 projectiles a +1 enhancement bonus on attack and damage rolls for 5 hours.			
Arrow +2 (Bane (Animals))	Equipped	1	0.1 / 366.1
+2 enhancement bonus and does +2d6 bonus damage against Animals			
Rope (Silk/50 ft.)	Equipped	1	5 / 10
4 hp, DC 24 Strength check to burst			
Dagger	Carried	1	1 / 2
Masterwork Sword (Short)	Carried	1	2 / 310
TOTAL WEIGHT CARRIED/VALUE		93.15 lbs.	6,640.7gp

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).	

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)

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.	
Precise Strike	[Paizo Inc. - Advanced Player's Guide, p.167]
You are skilled at striking where it counts, as long as an ally distracts your foe. Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.	
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]

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: