

Medo

NAME

Rog11

CLASS

11

Character Level

105000

EXPERIENCE

145000

NEXT LEVEL

Dirk

PLAYERNAME

Halfling

RACE

28

AGE

Small

SIZE

Male

GENDER

3' 0"

HEIGHT

34 lbs.

WEIGHT

EYES

HAIR

Chaotic Neutral

ALIGNMENT

VISION

15

POINTS

|              |            |          |               |             |            |          |                   |    |    |    |                |       |      |             |                  |      |             |               |               |      |             |                      |                     |              |  |  |  |  |  |  |  |  |
|--------------|------------|----------|---------------|-------------|------------|----------|-------------------|----|----|----|----------------|-------|------|-------------|------------------|------|-------------|---------------|---------------|------|-------------|----------------------|---------------------|--------------|--|--|--|--|--|--|--|--|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP |    |    |    | SUBDUAL DAMAGE |       |      |             | DAMAGE REDUCTION |      |             |               | SPEED         |      |             |                      |                     |              |  |  |  |  |  |  |  |  |
| STR          | 12         | +1       | 12            | +1          | 12         | +1       | HP                | 80 |    |    |                |       |      |             |                  |      | Walk 30 ft. |               |               |      |             |                      |                     |              |  |  |  |  |  |  |  |  |
| DEX          | 18         | +4       | 20            | +5          | 20         | +5       | AC                | 27 | 27 | 19 | 10             | 5     | 1    | 5           | 1                | 2    | 2           | 0             |               |      |             |                      |                     |              |  |  |  |  |  |  |  |  |
| CON          | 12         | +1       | 12            | +1          | 12         | +1       | TOTAL             |    |    |    | FLAT           | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS     | STAT | SIZE        | NATURAL ARMOR | DEFLEC-TION   | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |  |  |  |  |  |  |  |  |
| INT          | 14         | +2       | 18            | +4          | 18         | +4       | INITIATIVE        |    |    |    | +9             | +5    | +4   | TOTAL       |                  |      |             | DEX MODIFIER  | MISC MODIFIER |      |             |                      |                     |              |  |  |  |  |  |  |  |  |
| WIS          | 10         | +0       | 10            | +0          | 10         | +0       | BASE ATTACK       |    |    |    | +8/+3          |       |      |             |                  |      |             |               |               |      |             |                      |                     |              |  |  |  |  |  |  |  |  |
| CHA          | 10         | +0       | 10            | +0          | 10         | +0       |                   |    |    |    |                |       |      |             |                  |      |             |               |               |      |             |                      |                     |              |  |  |  |  |  |  |  |  |

|               |       |           |         |       |      |      |      |                                                   |
|---------------|-------|-----------|---------|-------|------|------|------|---------------------------------------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers<br>+3 Reflex to avoid traps |
| FORTITUDE     | +8    | +3        | +1      | +3    | +1   | +0   |      |                                                   |
| REFLEX        | +16   | +7        | +5      | +3    | +1   | +0   |      |                                                   |
| WILL          | +7    | +3        | +0      | +3    | +1   | +0   |      |                                                   |

|        |                   |       |      |      |      |      |
|--------|-------------------|-------|------|------|------|------|
| TOTAL  | BASE ATTACK BONUS | STAT  | SIZE | MISC | EPIC | TEMP |
| MELEE  | +10/+5            | +8/+3 | +1   | +1   | +0   | +0   |
| RANGED | +14/+9            | +8/+3 | +5   | +1   | +0   | +0   |
| CMB    | +8/+3             | +8/+3 | +1   | +0   | -1   |      |

|         |       |        |        |           |         |
|---------|-------|--------|--------|-----------|---------|
| GRAPPLE | TRIP  | DISARM | SUNDER | BULL RUSH | OVERRUN |
| Offense | +8/+3 | +8/+3  | +8/+3  | +8/+3     | +8/+3   |
| Defense | 26    | 26     | 26     | 26        | 26      |

|         |                    |        |          |       |
|---------|--------------------|--------|----------|-------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|         | +14/+9             | 1d2+1  | 20/x2    | 5 ft. |

|                                 |        |         |         |         |          |       |
|---------------------------------|--------|---------|---------|---------|----------|-------|
| Crossbow +1 (Light/Small)       |        | HAND    | TYPE    | SIZE    | CRITICAL | REACH |
|                                 |        | Carried | P       | S       | 19-20/x2 | 5 ft. |
| Ammunition: Bolts (Crossbow/10) |        |         |         |         |          |       |
|                                 | 30 ft. | 80 ft.  | 160 ft. | 240 ft. | 320 ft.  |       |
| 1H                              | +13/+8 | +13/+8  | +11/+6  | +9/+4   | +7/+2    |       |
| Dam                             | 1d6+1  | 1d6+1   | 1d6+1   | 1d6+1   | 1d6+1    |       |
| Special Properties              |        |         |         |         |          |       |

|                                         |         |         |           |        |          |       |
|-----------------------------------------|---------|---------|-----------|--------|----------|-------|
| *Rapier +2 (Small/Keen)                 |         | HAND    | TYPE      | SIZE   | CRITICAL | REACH |
|                                         |         | Primary | P         | S      | 15-20/x2 | 5 ft. |
|                                         | To Hit  | Dam     |           | To Hit | Dam      |       |
| 1H-P                                    | +16/+11 | 1d4+3   | 2W-P-(OH) | +12/+7 | 1d4+3    |       |
| 1H-O                                    | +16/+11 | 1d4+2   | 2W-P-(OL) | +14/+9 | 1d4+3    |       |
| 2H                                      | +16/+11 | 1d4+3   | 2W-OH     | +12    | 1d4+2    |       |
| Special Properties threat range doubled |         |         |           |        |          |       |

|                         |        |          |           |        |          |       |
|-------------------------|--------|----------|-----------|--------|----------|-------|
| *Sword +1 (Short/Small) |        | HAND     | TYPE      | SIZE   | CRITICAL | REACH |
|                         |        | Off-hand | P         | S      | 19-20/x2 | 5 ft. |
|                         | To Hit | Dam      |           | To Hit | Dam      |       |
| 1H-P                    | +15    | 1d4+2    | 2W-P-(OH) | +11    | 1d4+2    |       |
| 1H-O                    | +15    | 1d4+1    | 2W-P-(OL) | +13    | 1d4+2    |       |
| 2H                      | +15    | 1d4+2    | 2W-OH     | +13    | 1d4+1    |       |
| Special Properties      |        |          |           |        |          |       |

\*: 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 |
| *Chain Shirt +1 (Small/Mithral) | Light | +5 | +6     | +0    | 10            |
| 30 hp/inch, hardness 15         |       |    |        |       |               |
| *Amulet of Natural Armor +2     |       | +2 |        | +0    | 0             |
| *Ring of Protection +2          |       | +2 |        | +0    | 0             |

| SKILL NAME               |                           | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 11/11         |
|--------------------------|---------------------------|-------------|----------------|------------------|-----------|---------------|
|                          |                           |             |                |                  | RANKS     | MISC MODIFIER |
| <input type="checkbox"/> | Acrobatics                | DEX         | 26             | = 5              | +11.0     | + 10          |
| <input type="checkbox"/> | Appraise                  | INT         | 15             | = 4              | + 8.0     | + 3           |
| <input type="checkbox"/> | Bluff                     | CHA         | 13             | = 0              | +10.0     | + 3           |
| <input type="checkbox"/> | Climb                     | STR         | 14             | = 1              | + 8.0     | + 5           |
| <input type="checkbox"/> | Craft (Untrained)         | INT         | 4              | = 4              | +         | +             |
| <input type="checkbox"/> | Diplomacy                 | CHA         | 4              | = 0              | + 1.0     | + 3           |
| <input type="checkbox"/> | Disable Device            | DEX         | 26             | = 5              | +11.0     | + 10          |
| <input type="checkbox"/> | Disguise                  | CHA         | 0              | = 0              | +         | +             |
| <input type="checkbox"/> | Escape Artist             | DEX         | 14             | = 5              | + 6.0     | + 3           |
| <input type="checkbox"/> | Fly                       | DEX         | 8              | = 5              | + 1.0     | + 2           |
| <input type="checkbox"/> | Heal                      | WIS         | 0              | = 0              | +         | +             |
| <input type="checkbox"/> | Intimidate                | CHA         | 4              | = 0              | + 1.0     | + 3           |
| <input type="checkbox"/> | Knowledge (Arcana)        | INT         | 15             | = 4              | +11.0     | +             |
| <input type="checkbox"/> | Knowledge (Dungeoneering) | INT         | 9              | = 4              | + 2.0     | + 3           |
| <input type="checkbox"/> | Knowledge (Engineering)   | INT         | 15             | = 4              | +11.0     | +             |
| <input type="checkbox"/> | Knowledge (Local)         | INT         | 15             | = 4              | + 8.0     | + 3           |
| <input type="checkbox"/> | Perception                | WIS         | 16             | = 0              | +11.0     | + 5           |
| <input type="checkbox"/> | Perception (Trapfinding)  | WIS         | 21             | = 0              | +11.0     | + 10          |
| <input type="checkbox"/> | Perform (Untrained)       | CHA         | 0              | = 0              | +         | +             |
| <input type="checkbox"/> | Ride                      | DEX         | 6              | = 5              | + 1.0     | +             |
| <input type="checkbox"/> | Sense Motive              | WIS         | 4              | = 0              | + 1.0     | + 3           |
| <input type="checkbox"/> | Sleight of Hand           | DEX         | 15             | = 5              | + 7.0     | + 3           |
| <input type="checkbox"/> | Stealth                   | DEX         | 23             | = 5              | +11.0     | + 7           |
| <input type="checkbox"/> | Survival                  | WIS         | 0              | = 0              | +         | +             |
| <input type="checkbox"/> | Swim                      | STR         | 12             | = 1              | + 8.0     | + 3           |
| <input type="checkbox"/> | Use Magic Device          | CHA         | 20             | = 0              | +11.0     | + 9           |
|                          |                           |             |                | =                | +         | +             |
|                          |                           |             |                | =                | +         | +             |

☐ can be used untrained. ☐ exclusive skills. \*: Skill Mastery.

| EQUIPMENT                                                                                                                                                                                                                                                                                                               |                           |     |             |               |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|-----|-------------|---------------|
| ITEM                                                                                                                                                                                                                                                                                                                    | LOCATION                  | QTY | WT          | COST          |
| <b>Amulet of Natural Armor +2</b>                                                                                                                                                                                                                                                                                       | Equipped                  | 1   | 0.02        | 8000.0        |
| <b>Bag of Holding (Type I)</b><br>2.22 lbs., 1 Everburning Torch, 1 Holy Water (Flask), 1 Greenblood Oil, 2 Potion of Cure Light Wounds, 1 Potion of Darkvision, 1 Potion of Invisibility, 1 Potion of Neutralize Poison, 3 Scroll (Knock), 1 Wand of Cure Light Wounds, 1 Wand of Detect Magic, 1 Wand of Ray of Frost | Equipped                  | 1   | 15.0        | 2500.0        |
| <b>Belt of Incredible Dexterity +2</b>                                                                                                                                                                                                                                                                                  | Equipped                  | 1   | 1.0         | 4000.0        |
| Bolts, Crossbow (10)<br>□□□□□ □□□□□                                                                                                                                                                                                                                                                                     | Crossbow +1 (Light/Small) | 1   | 1.0         | 1.0           |
| <b>Boots of Striding And Springing</b>                                                                                                                                                                                                                                                                                  | Equipped                  | 1   | 1.0         | 5500.0        |
| <b>Cape of the Mountebank</b>                                                                                                                                                                                                                                                                                           | Carried                   | 1   | 1.0         | 10080.0       |
| <b>Chain Shirt +1 (Small/Mithral)</b><br>30 hp/inch, hardness 15                                                                                                                                                                                                                                                        | Equipped                  | 1   | 6.25        | 2100.0        |
| <b>Cloak of Resistance +3</b>                                                                                                                                                                                                                                                                                           | Equipped                  | 1   | 1.0         | 9000.0        |
| <b>Crossbow +1 (Light/Small)</b><br>1 lbs., 1 Bolts, Crossbow (10)                                                                                                                                                                                                                                                      | Carried                   | 1   | 2.0         | 2335.0        |
| <b>Everburning Torch</b>                                                                                                                                                                                                                                                                                                | Bag of Holding (Type I)   | 1   | 1.0         | 110.0         |
| <b>Headband of Vast Intelligence +4 (Maximize Knowledge SkillKnowledge (Arcana), Knowledge (Engineering))</b><br>Grants maximum skill ranks in Knowledge (Arcana)                                                                                                                                                       | Equipped                  | 1   | 1.0         | 16000.0       |
| Holy Water (Flask)<br>□                                                                                                                                                                                                                                                                                                 | Bag of Holding (Type I)   | 1   | 1.0         | 25.0          |
| Masterwork Thieves' Tools                                                                                                                                                                                                                                                                                               | Equipped                  | 1   | 1.0         | 100.0         |
| Outfit (Traveler's/Small)                                                                                                                                                                                                                                                                                               | Equipped                  | 1   | 1.25        | 0.0           |
| Greenblood Oil<br>Injury; Fort DC 13; Freq. 1 round (2); Effect 1 Con damage; Cure 1 save<br>□                                                                                                                                                                                                                          | Bag of Holding (Type I)   | 1   | 0.0         | 100.0         |
| <b>Potion of Cure Light Wounds</b><br>Cures 1d8+1 points of damage<br>□□                                                                                                                                                                                                                                                | Bag of Holding (Type I)   | 2   | 0.0 (0.0)   | 50.0 (100.0)  |
| <b>Potion of Darkvision</b><br>Grants darkvision (60 ft.) for 3 hours<br>□                                                                                                                                                                                                                                              | Bag of Holding (Type I)   | 1   | 0.0         | 300.0         |
| <b>Potion of Invisibility</b><br>Grants invisibility for 3 minutes or until you attack<br>□                                                                                                                                                                                                                             | Bag of Holding (Type I)   | 1   | 0.0         | 300.0         |
| <b>Potion of Neutralize Poison</b><br>Detoxify any sort of venom with a caster level check at +5<br>□                                                                                                                                                                                                                   | Bag of Holding (Type I)   | 1   | 0.0         | 750.0         |
| <b>Rapier +2 (Small/Keen)</b><br>threat range doubled                                                                                                                                                                                                                                                                   | Equipped                  | 1   | 1.0         | 18320.0       |
| <b>Ring of Protection +2</b>                                                                                                                                                                                                                                                                                            | Equipped                  | 1   | 0.0         | 8000.0        |
| <b>Scroll (Knock)</b><br>□□□                                                                                                                                                                                                                                                                                            | Bag of Holding (Type I)   | 3   | 0.01 (0.03) | 150.0 (450.0) |
| <b>Sword +1 (Short/Small)</b>                                                                                                                                                                                                                                                                                           | Equipped                  | 1   | 1.0         | 2310.0        |
| <b>Wand of Cure Light Wounds</b><br>□□□□□ □□□□□ □□□□□ □□□□□ □□□□□<br>□□□□□ □□□□□ □□□□□ □□□□□ □□□□□                                                                                                                                                                                                                      | Bag of Holding (Type I)   | 1   | 0.06        | 750.0         |
| <b>Wand of Detect Magic</b><br>□□□□□ □□□□□ □□□□□ □□□□□ □□□□□<br>□□□□□ □□□□□ □□□□□ □□□□□ □□□□□                                                                                                                                                                                                                           | Bag of Holding (Type I)   | 1   | 0.06        | 375.0         |
| <b>Wand of Ray of Frost</b><br>□□□□□ □□□□□ □□□□□ □□□□□ □□□□□<br>□□□□□ □□□□□ □□□□□ □□□□□ □□□□□                                                                                                                                                                                                                           | Bag of Holding (Type I)   | 1   | 0.06        | 375.0         |
| TOTAL WEIGHT CARRIED/VALUE                                                                                                                                                                                                                                                                                              |                           |     | 32.27 lbs.  | 91881.0 gp    |

| WEIGHT ALLOWANCE |    |                 |     |
|------------------|----|-----------------|-----|
| Light            | 32 | Medium          | 65  |
| Lift over head   | 97 | Lift off ground | 195 |
|                  |    | Heavy           | 97  |
|                  |    | Push / Drag     | 487 |

| Special Attacks                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------|
| <b>Bleeding Attack (Ex)</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <b>[Paizo Publishing - Core Rulebook, p.68]</b> |
| You can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 6 additional points of damage each round. Bleeding creatures that that amount of damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.                                                                                                                                                                                                                                                                                                                                                                                                    |                                                 |
| <b>Sneak Attack (Ex)</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <b>[Paizo Publishing - Core Rulebook, p.68]</b> |
| 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 6d6 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>Evasion (Ex)</b>                                                                                                                                                                                                                                                                                                                                             | <b>[Paizo Publishing - Core Rulebook]</b>       |
| 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>Fearless (Ex)</b>                                                                                                                                                                                                                                                                                                                                            | <b>[Paizo Publishing - Core Rulebook, p.26]</b> |
| Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.                                                                                                                                                                                                                                   |                                                 |
| <b>Halfling Luck (Ex)</b>                                                                                                                                                                                                                                                                                                                                       | <b>[Paizo Publishing - Core Rulebook, p.26]</b> |
| Halflings receive a +1 racial bonus on all saving throws.                                                                                                                                                                                                                                                                                                       |                                                 |
| <b>Improved Uncanny Dodge (Ex)</b>                                                                                                                                                                                                                                                                                                                              | <b>[Paizo Publishing - Core Rulebook]</b>       |
| You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 15.                                                                                                                                                                                                 |                                                 |
| <b>Keen Senses (Ex)</b>                                                                                                                                                                                                                                                                                                                                         | <b>[Paizo Publishing - Core Rulebook, p.26]</b> |
| Halflings receive a +2 bonus on Perception skill checks.                                                                                                                                                                                                                                                                                                        |                                                 |
| <b>Slippery Mind (Ex)</b>                                                                                                                                                                                                                                                                                                                                       | <b>[Paizo Publishing - Core Rulebook, p.70]</b> |
| This ability represents your ability to wriggle free from magical effects that would otherwise control or compel you. If you are affected by an enchantment spell or effect and fails your saving throw, you can attempt it again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw.                             |                                                 |
| <b>Sure-Footed (Ex)</b>                                                                                                                                                                                                                                                                                                                                         | <b>[Paizo Publishing - Core Rulebook, p.26]</b> |
| Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.                                                                                                                                                                                                                                                                                       |                                                 |
| <b>Surprise Attack (Ex)</b>                                                                                                                                                                                                                                                                                                                                     | <b>[Paizo Publishing - Core Rulebook, p.69]</b> |
| During the surprise round, opponents are always considered flat-footed to you, even if they have acted.                                                                                                                                                                                                                                                         |                                                 |
| <b>Trapfinding (Ex)</b>                                                                                                                                                                                                                                                                                                                                         | <b>[Paizo Publishing - Core Rulebook, p.68]</b> |
| You add +5 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>Trap Sense (Ex)</b>                                                                                                                                                                                                                                                                                                                                          | <b>[Paizo Publishing - Core Rulebook]</b>       |
| You gain a +3 bonus on Reflex saves made to avoid traps, and a +3 dodge bonus to AC against attacks made by traps.                                                                                                                                                                                                                                              |                                                 |
| <b>Uncanny Dodge (Ex)</b>                                                                                                                                                                                                                                                                                                                                       | <b>[Paizo Publishing - Core Rulebook]</b>       |
| 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. |                                                 |
| <b>Weapon Familiarity (Ex)</b>                                                                                                                                                                                                                                                                                                                                  | <b>[Paizo Publishing - Core Rulebook, p.26]</b> |
| Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.                                                                                                                                                                                                                                             |                                                 |

## Feats

|                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------|
| <b>Dodge</b>                                                                                                                                                                                                                                                                                                                                                                                                                                 | <b>[Paizo Publishing - Core Rulebook, p.122]</b> |
| You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.                                                                                                                                                                                                                                                                                                    |                                                  |
| <b>Improved Initiative</b>                                                                                                                                                                                                                                                                                                                                                                                                                   | <b>[Paizo Publishing - Core Rulebook, p.127]</b> |
| You get a +4 bonus on initiative checks.                                                                                                                                                                                                                                                                                                                                                                                                     |                                                  |
| <b>Mobility</b>                                                                                                                                                                                                                                                                                                                                                                                                                              | <b>[Paizo Publishing - Core Rulebook, p.130]</b> |
| You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.                                                                                                                           |                                                  |
| <b>Skill Focus (Use Magic Device)</b>                                                                                                                                                                                                                                                                                                                                                                                                        | <b>[Paizo Publishing - Core Rulebook, p.134]</b> |
| 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>Spring Attack</b>                                                                                                                                                                                                                                                                                                                                                                                                                         | <b>[Paizo Publishing - Core Rulebook, p.134]</b> |
| As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn. |                                                  |
| <b>Two-Weapon Defense</b>                                                                                                                                                                                                                                                                                                                                                                                                                    | <b>[Paizo Publishing - Core Rulebook, p.136]</b> |
| When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.                                                                                                                                                                                              |                                                  |
| <b>Two-Weapon Fighting</b>                                                                                                                                                                                                                                                                                                                                                                                                                   | <b>[Paizo Publishing - Core Rulebook, p.136]</b> |
| 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. See Two-Weapon Fighting in Chapter 8.                                                                                                                                                                                                                                   |                                                  |
| <b>Armor Proficiency, Light</b>                                                                                                                                                                                                                                                                                                                                                                                                              | <b>[Paizo Publishing - Core Rulebook, p.118]</b> |
| 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.                                                                                                                                                                                                                                                                              |                                                  |
| <b>Simple Weapon Proficiency</b>                                                                                                                                                                                                                                                                                                                                                                                                             | <b>[Paizo Publishing - Core Rulebook, p.133]</b> |
| You make attack rolls with simple weapons without penalty.                                                                                                                                                                                                                                                                                                                                                                                   |                                                  |
| <b>Weapon Finesse</b>                                                                                                                                                                                                                                                                                                                                                                                                                        | <b>[Paizo Publishing - Core Rulebook, p.136]</b> |
| With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.                                                                                                                                                                            |                                                  |

## PROFICIENCIES

Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Spearspear, Sickles, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike

## LANGUAGES

Common, Dwarven, Halfling

## TEMPLATES