

## Taefyn Half-Elven

Male Half-Elf Rogue 9  
Chaotic Neutral  
Representing MindLeaker

Strength 15 (+2)

Dexterity 16 (+3)

Constitution 16 (+3)

Intelligence 12 (+1)

Wisdom 8 (-1)

Charisma 16 (+3)

Size: Medium

Height: 5' 4"

Weight: 175 lb

Eyes: Dark Brown

Hair: Dark Brown Straight; Thin Beard

Skin: Pale

Total Hit Points: 75

Speed: 30 feet

Armor Class: 15 = 10 + 2 [leather] + 3 [dexterity]

Touch AC: 13

Flat-footed: 15 [uncanny dodge]

Initiative modifier: + 3 = + 3 [dexterity]

Fortitude save: + 6 = 3 [base] + 3 [constitution]

Reflex save: + 9 = 6 [base] + 3 [dexterity]

Will save: + 2 = 3 [base] -1 [wisdom]

Attack (handheld): + 8/ + 3 = 6 [base] + 2 [strength]

Attack (missile): + 9/ + 4 = 6 [base] + 3 [dexterity]

Combat Maneuver Bonus: + 9 = 6 [base] + 3 [dexterity]

Combat Maneuver Defense: + 21 = 10 + 6 [base] + 2 [strength] + 3 [dexterity]

Light load: 66 lb. or less

Medium load: 67-133 lb.

Heavy load: 134-200 lb.

Lift over head: 200 lb.

Lift off ground: 400 lb.

Push or drag: 1000 lb.

Languages: Common Elven (? 4 more)

Short Sword [1d6, crit 19-20/x2, 1 lb, light, piercing]

Hand Crossbow [1d4, 19-20/x2, range incr 30 ft., 2 lb., piercing]

Leather armor [light; + 2 AC; max dex + 6; check penalty 0 15 lb.]

Feats:

Agile Maneuvers

Deceitful

Use dexterity instead of strength for combat maneuvers

+2 on bluff and disguise

Persuasive

+2 on diplomacy and intimidate

Skill Focus (Sleight of Hand)

Stealthy

Catch Off Guard

No penalties for improvised melee weapons

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Acrobatics	Dex*	11 =	+3	+ 5	+ 3 [class skill]
Appraise	Int	1 =	+1		
Bluff	Cha	15 =	+3	+ 5	+ 3 [class skill] + 2 [persuasive] +2 [deceitful]
Climb	Str*	10 =	+2	+ 5	+ 3 [class skill]
Craft_1	Int	1 =	+1		
Craft_2	Int	1 =	+1		
Craft_3	Int	1 =	+1		
Diplomacy	Cha	13 =	+3	+ 5	+ 3 [class skill] + 2 [half-elf]
Disable Device	Dex	10 =	+3	+ 4	+ 3 [class skill]
Disguise	Cha	13 =	+3	+ 5	+ 3 [class skill] +2 [deceitful]
Escape Artist	Dex*	11 =	+3	+ 5	+ 3 [class skill]
Fly	Dex*	3 =	+3		
Heal	Wis	-1 =	-1		
Intimidate	Cha	13 =	+3	+ 5	+ 3 [class skill] + 2 [persuasive]
Knowledge (dungeoneering)	Int	7 =	+1	+ 3	+ 3 [class skill]
Knowledge (local)	Int	6 =	+1	+ 2	+ 3 [class skill]
Linguistics	Int	8 =	+1	+ 4	+ 3 [class skill]
Perception	Wis	9 =	-1	+ 5	+ 3 [class skill] + 2 [half-elf]
Perform_1	Cha	3 =	+3		
Perform_2	Cha	3 =	+3		
Perform_3	Cha	3 =	+3		
Perform_4	Cha	3 =	+3		
Perform_5	Cha	3 =	+3		
Ride	Dex*	3 =	+3		
Sense Motive	Wis	8 =	-1	+ 6	+ 3 [class skill]
Sleight of Hand	Dex*	17 =	+3	+ 8	+ 3 [class skill] + 3 [skill focus]
Stealth	Dex*	17 =	+3	+ 9	+ 3 [class skill] + 2 [stealthy]
Survival	Wis	-1 =	-1		
Swim	Str**	8 =	+2	+ 3	+ 3 [class skill]
Use Magic Device	Cha	8 =	+3	+ 2	+ 3 [class skill]

\* = check penalty for armor/shield

\*\* = some groups double armor/shield penalties for swimmers

This character also has 4 ranks in Linguistics.

Favored class points: Hit points +9; Skill points +0

Adjust weapon attack rolls and armor penalties as required for masterwork / magic equipment.

## Half-Elf

- This half-elf chose +2 to charisma (already included)
- Immune to magical sleep
- Allowed two favored classes. Here I am assuming it is the first two favored classes.
- Take a skill focus as a bonus feat at level 1
- + 2 racial bonus on saves vs. enchantments
- Low-light vision
- + 1 racial bonus on perception checks
- + 2 racial bonus on diplomacy and gather information checks

## Rogue

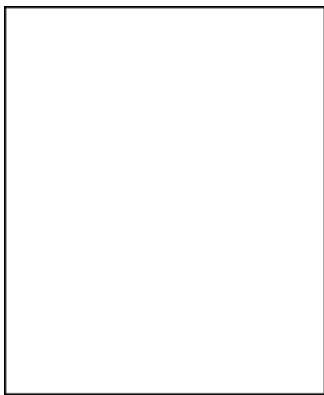
- Sneak Attack +5d6
- Trapfinding -- add half of rogue level to find traps, minimum +1
- Evasion (level 2) -- no damage on a successful reflex save
- Rogue talents -- gain one at every even-numbered level. At level 10 and above, advanced talents are available. Add by hand.
- Trap sense (level 3) -- armor class and reflex bonuses against traps
- Uncanny Dodge (level 4) -- cannot be caught flat-footed, keep dexterity bonus to AC if attacker is invisible
- Improved Uncanny Dodge (level 8) -- cannot be flanked
- Master strike (level 20) -- each sneak attack either kills, paralyzes, or puts into coma.

### *Class HP rolled*

Level 1: Rogue	8	
Level 2: Rogue	4	
Level 3: Rogue	2	
Level 4: Rogue	3	+ 1 to wisdom
Level 5: Rogue	6	
Level 6: Rogue	4	
Level 7: Rogue	3	

Level 8: Rogue      2      + 1 to intelligence

Level 9: Rogue      7



Draw Your Portrait



Draw Your Insignia

### Taefyn Half-Elven's Equipment:

18 lb Weapons / Armor / Shield (from above)  
6 lb Crossbow bolts (quiver of 10) x6  
2 lb Backpack  
2 lb Caltrops  
4 lb Grappling hook  
10 lb Rope (50', hempen) x1  
8 lb Disguise kit  
1 lb Thieves' tools  
6 lb Tools (miscellaneous) x3

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57 lb Total

### More about Taefyn Half-Elven:

Deity: Calistria