

Basic Information-----

- Tan - Shardmind - Rogue

Speed : 6

Ability Scores-----

- Str: 11

- Const: 14

- Dex: 16

- Int: 15

- Wis: 14

- Cha: 10

Ability Modifiers-----

- Str.mod: +0

- Const.mod: +2

- Dex.mod: +3

- Int.mod: +2

- Wis.mod: +2

- Cha.mod: +0

Defenses-----

- AC: 13

- Fortitude: 12

- Reflex: 15

- Will: 12

Health-----

Max HP : 26

Bloodied value : 13

Surge value : 6

Surges per day : 8

Skills-----

- Acrobatics: [5, 'Dex', False]
- Arcana: [4, 'Int', False]
- Athletics: [5, 'Str', True]
- Bluff: [0, 'Cha', False]
- Diplomacy: [0, 'Cha', False]
- Dungeoneering: [7, 'Wis', True]
- Endurance: [4, 'Const', False]
- Heal: [2, 'Wis', False]
- History: [2, 'Int', False]
- Insight: [2, 'Wis', False]
- Intimidate: [5, 'Cha', True]
- Nature: [2, 'Wis', False]
- Perception: [7, 'Wis', True]
- Religion: [2, 'Int', False]
- Stealth: [8, 'Dex', True]
- Streetwise: [0, 'Cha', False]
- Thievery: [8, 'Dex', True]

Languages-----

['Common', 'Deep Speech', 'Abyssal']

Items-----

- Hand Crossbow
- Cloth
- 

-----