

Remy

Male human unchained rogue 3/sorcerer 4/arcane trickster 2

NE Medium humanoid

Init +3; **Senses** trapfinding; Perception +14

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); *mage armor*

hp 65 (9 HD)

Fort +8, **Ref** +11, **Will** +11

Defensive Abilities danger sense +1, evasion

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 rapier +9 (1d6+4/18-20) or
corrosive touch +8 touch (5d4 acid)

Ranged *extended corrosive bolt* +8 touch (5d4 acid each round for 4 rounds) or
acidic ray +8 touch (1d6+2 acid) or
dart +8 (1d4 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with *corrosive touch*)

Special Attacks finesse training (rapier), sneak attack +4d6

Bloodline Spell-like Abilities (CL 6th; Concentration +9)

5/day – acidic ray (1d6+2 acid)

Sorcerer Spells Known (CL 8th; Concentration +11)

3rd (4/day) – *shrink item*

2nd (6/day) – *alter self*, *corrosive bolt* (word of power), *invisibility*

1st (8/day) – *corrosive touch*^{UM}, *enlarge person*^B, *mage armor*, *magic missile*, *shield*

0 (at will) – *acid splash*, *detect magic*, *ghost sound*, *light*, *mage hand*, *open/close*, *prestidigitation*

Bloodline aberrant

STATISTICS

Abilities Str 10 (+0), Dex 16 (+3), Con 14 (+2), Int 14 (+2), Wis 14 (+2), Cha 20 (+5)

Base Atk +5; **CMB** +5 (+9 with rapier); **CMD** 18

Feats Accomplished Sneak Attacker, Craft Wand, Deft Hands, Eschew Materials^B, Experimental Spellcaster
(*corrosive bolt*), Extend Spell, Skill Focus (disable device^B, sleight of hand^B), Weapon Finesse^B

Skills Acrobatics +11, Bluff +12, Disable Device +24 (+25 vs. traps), Disguise +10 (+20 alter self), Escape
Artist +18, Knowledge (arcana) +12, Linguistics +10, Perception +14 (+15 vs. surprise or traps), Sense
Motive +8, Sleight of Hand +20, Spellcraft +14

SQ bloodline arcana (extend polymorph spells), focused study, ranged legerdemain, rogue talents (bleeding
attack), trapfinding +1, traits (dirty fighter, magical knack: sorcerer)

Combat Gear poisons (large scorpion venom 10), *potions* (*cure light wounds* 10), *wand of extended corrosive
bolt* (50 charges), *wand of invisibility* (50 charges); **Other Gear** +1 rapier, *chime of opening* (10 uses),
cloak of resistance +3, darts (10), disguise kit (10 uses), *headband of alluring charisma* +4, tender
(50gp), *vest of escape*

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 19 lb. 6 oz. (excluding tender)

SPECIAL ABILITIES

Bleeding Attack Your sneak attacks cause the target to take 1 additional point of damage each round for each die of your sneak attack. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

Bloodline Arcana Whenever you cast a spell of the polymorph subschool increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.



Danger Sense (Ex) You gain a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, you gain a +1 bonus on Perception checks to avoid being surprised by a foe. This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).

Dirty Fighter When you hit a foe you are flanking, you deal 1 additional point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

Evasion (Ex) If you succeed at a Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. You do not gain the benefit of evasion while helpless.

Finesse Training (Ex) You gain Weapon Finesse as a bonus feat. In addition, you can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever you make a successful melee attack with the selected weapon, you add your Dexterity modifier instead of your Strength modifier to the damage roll. If any effect would prevent you from adding your Strength modifier to the damage roll, you do not add your Dexterity modifier.

Long Limbs (Ex) Your reach increases by 5 feet whenever you make a melee touch attack. This ability does not otherwise increase your threatened area.

Magical Knack Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Poisons You carry several doses of large scorpion venom, which you typically coat your weapons with:
Large scorpion venom—injury; *save* Fort DC 17, *frequency* 1/round for 6 rounds, *effect* 1d2 Str, *cure* 1 save.

Ranged Legerdemain (Su) You can use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Sneak Attack Your attack deals an extra 4d6 damage anytime your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit. With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), 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 total concealment.

Trapfinding You add half your rogue level to Perception check to find traps and to Disable Device checks to disable traps (included above). You may attempt to disarm magical traps.