

## Morgana Adams

Female half-elf rogue 3/fighter 2/red mantis assassin 3 (lore warden, rake)

LE Medium humanoid (elf, human)

**Init** +4; **Senses** low-light vision; Perception +13

**Languages** Aquan, Common, Elven

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### DEFENSE

**AC** 25, touch 14, flat-footed 21 (+8 armor, +4 Dex, +2 natural, +1 shield)

**hp** 94 (8 HD)

**Fort** +8, **Ref** +9, **Will** +3

**Defensive Abilities** evasion

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### OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** *Zul* (as saw-toothed sabre) +11/+6 (1d8+6/19-20)

*Zul* (as saw-toothed sabre) +13/+8 (1d8+8 plus 2d6/19-20) vs. humans,  
or

*Zul* (as saw-toothed sabre) +9/+4 (1d8+6/19-20) and

+1 *human bane saw-toothed sabre* +9 (1d8+4/19-20) with Two-Weapon Fighting, or

*Zul* (as saw-toothed sabre) +11/+6 (1d8+8 plus 2d6/19-20) and

+1 *human bane saw-toothed sabre* +11 (1d8+6 plus 2d6/19-20) with Two-Weapon Fighting vs.  
humans, or

mwk short sword +11/+6 (1d6+4/19-20) or

mwk short sword +9 (1d6+3/19-20) and

mwk short sword +9 (1d6+1/19-20) with Two-Weapon Fighting, or

mwk dagger +10/+5 (1d4+3 plus poison/19-20) or

mwk dagger +8 (1d4+3 plus poison/19-20) and

mwk dagger +8 (1d4+1 plus poison/19-20) with Two-Weapon Fighting

**Ranged** mwk composite longbow +12/+7 (1d8+2/×3) or

mwk dagger +11 (1d4+3 plus poison/19-20) or

mwk dagger +9 (1d4+3 plus poison/19-20) and

mwk dagger +9 (1d4+1 plus poison/19-20) with Two-Weapon Fighting

**Special Attacks** bravado's blade, prayer attack (DC 17 or 19), sneak attack +3d6

**Red Mantis Assassin Spells Known** (CL 3<sup>rd</sup>; Concentration +6)

1<sup>st</sup> (4/day) – *disguise self*, *feather fall*, *shadow weapons*<sup>UM</sup>, *true strike*

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### STATISTICS

**Abilities** Str 16 (+3), Dex 18 (+4), Con 16 (+3), Int 14 (+2), Wis 10 (+0), Cha 18 (+7)

**Base Atk** +6; **CMB** +9; **CMD** 23; **Hero Points** 2

**SQ** elf blood, scholastic, red shroud, traits (buccaneer's blood, rich parents), rogue talents (weapon training)

**Feats** Alertness, Combat Expertise<sup>B</sup>, Dazzling Display<sup>B</sup>, Exotic Weapon Proficiency (saw-toothed sabre<sup>B</sup>),

Leadership (base 13, cohort 13, followers 14) Two-Weapon Defense, Two-Weapon Feint<sup>B</sup>, Two-

Weapon Fighting, Weapon Focus (saw-toothed sabre<sup>B</sup>), Weapon Specialization (saw-tooth sabre<sup>B</sup>)

**Skills** Acrobatics +11, Bluff +18, Climb +8, Diplomacy +15, Disable Device +12, Disguise +14, Intimidate

+19, Knowledge (geography) +9, Knowledge (local) +12, Perception +13, Profession (brewer) +4,

Profession (cook) +6, Profession (farmer) +4, Profession (fisherman) +4, Profession (sailor) +7, Sense

Motive +2, Stealth +13, Swim +13, Use Magic Device +15; **Racial Modifiers** +2 Perception



**Combat Gear** acid flasks (3), *arcane spell scroll* (see invisibility), *divine spell scroll* (warp wood), poisons (black adder venom, bloodroot 4, dark reaver powder), *potions* (cure light wounds 8, cure moderate wounds), *wand of cure light wounds* (16 charges), *wand of mirror image* (16 charges), *wand of nature's ally II* (2 charges); **Other Gear** +1 human bane saw-toothed sabre, +2 agile mithral breastplate, amulet of natural armor +2, belt of physical perfection +2, bicorn, cloak of the manta ray, circlet of persuasion, headband of alluring charisma +2, heavy coat with many hidden pockets, lesser bracers of archery, masterwork composite longbow (+2 strength modifier), masterwork daggers (2), masterwork thieves' tools, ring of swimming, scroll case, soap (½ lb.), slippers of spider climbing, tender (159gp, 2sp), Zul (+1 human bane transformative trident that turns victims into coral; often use in the form of a saw-toothed sabre)

**Encumbrance** light 76 lb., medium 153 lb., heavy 230 lb.; **Weight Carried** 58 lb. 9 oz. (excluding tender)

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## SPECIAL ABILITIES

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**Bravado's Blade (Ex)** When you hit an opponent and deal sneak attack damage, you can forgo 1d6 points of that damage and make a free Intimidate check to demoralize the foe. For every additional 1d6 points of sneak attack damage you forgo, you receive a +5 circumstance bonus on this check.

**Buccaneer's Blood** You gain a +1 trait bonus on Intimidate and Profession (sailor) checks. In addition, you gain a one-time +1 trait bonus to your Disrepute and Infamy scores.

**Prayer Attack (Su)** You can initiate a prayer attack by holding your sawtooth sabre (or sabres) out, point down, and weaving them in the air. You must be within 30 feet of and visible to your victim. Beginning a prayer attack is a standard action, and causes your victim to be fascinated by you unless he makes a Will save (DC 10 + the Red Mantis assassin class level + your Charisma modifier—if you are wielding two sawtooth sabres, this DC gains a +2 bonus). You can maintain the fascination effect by concentrating. The victim may attempt a new save to escape fascination each time a threat (other than the fascinating assassin) appears. At any point after 3 rounds, she may make a coup de grace attack against the target, provided the target is still fascinated. Activating or concentrating on maintaining a prayer attack does not provoke an attack of opportunity.

**Rake's Smile (Ex)** You gain a +1 morale bonus on Bluff and Diplomacy checks. This bonus increases by +1 for every 3 rogue levels beyond 3<sup>rd</sup>.

**Red Shroud (Su)** You can create a veil of red mist a number of times per day equal to your Constitution bonus (minimum once per day) as a move-equivalent action. The red shroud persists for 1 round per Red Mantis Assassin level. It grants a +1 dodge bonus to AC and fast healing equal to your Constitution bonus (minimum of fast healing 1). This mist cannot be dissipated by wind. If you are slain while this ability is active, you can choose whether to remain corporeal or to disintegrate into a cloud of red mist that leaves behind only your gear in order to deprive your enemies of access to your remains.

**Rich Parents** You begin play with an additional 900gp to your starting funds.

**Scholastic (Ex)** You gain 2 additional skill ranks per fighter level. These ranks must be spent on Intelligence-based skills. All Intelligence-based skills are class skills for you. You are not proficient in medium armor, heavy armor, or shields.

**Sneak Attack** Your attack deals 3d6 extra 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. 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 (like a sap, whip, or an unarmed strike), 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.