

Etari the Magnificent

Male human unchained rogue 6 (knife master, scout)

CG Medium humanoid

Init +4; **Senses** Perception +10

Languages Common, Sylvan, Undercommon

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 44 (6 HD)

Fort +4, **Ref** +10, **Will** +4

Defensive Abilities blade sense +2, evasion

OFFENSE

Speed 30 ft. (6 squares)

Melee *dagger of doubling* +10 (1d4+5/19-20) or
dagger of doubling +10 (1d4+6d8+11 nonlethal/19-20) with Sap Master

Ranged *dagger of doubling* +10 (1d4/19-20)

Special Attacks debilitating injury, finesse training (dagger), scout's charge, sneak attack +3d4, sneak stab +3d8

Spell-Like Abilities (CL 6th; Concentration +8)

At will – *prestidigitation*

3/day – *silent image*

STATISTICS

Abilities Str 8 (–1), Dex 18 (+4), Con 12 (+1), Int 14 (+2), Wis 12 (+1), Cha 16 (+3)

Base Atk +4; **CMB** +3 (+8 with Weapon Finesse); **CMD** 17

Feats Bludgeoner^B, Deft Hands, Sap Adept, Sap Master, Weapon Finesse^B, Weapon Focus (dagger^B), Weapon Versatility^B

Skills Acrobatics +13, Bluff +13, Diplomacy +12, Disable Device +17, Disguise +12 (+22 with *hat of disguise*), Escape Artist +13, Perception +10, Perform (act) +12 (+14 with alchemical enhancement), Sleight of Hand +18 (+21 to conceal light blades), Stealth +15; **Racial Bonuses** +2 Sleight of Hand and Stealth

SQ heart of the slums, hidden blade, rogue's edge (perform), rogue talents (combat trick, major magic, minor magic, weapon training), traits (smuggler, stage magic)

Combat Gear *potions of invisibility* (2); **Other Gear** +1 mithral shirt, *cloak of resistance* +1, *dagger of doubling* (concealed, DC 45 to find), disguise kit, *hat of disguise*, masterwork thieves' tools, tender (48gp)

Encumbrance light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 22 lb. 2 oz. (excluding tender)

SPECIAL ABILITIES

Blade Sense (Ex) You gain a +2 dodge bonus to AC against attacks made against you with light blades.

Debilitating Injury (Ex) Whenever you deal sneak attack damage to a foe, you can also debilitate the target of your attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability). You can choose to apply any one of the following penalties when the damage is dealt.

Bewildered: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by you.

Disoriented: The target takes a –2 penalty on attack rolls. In addition, the target takes an additional –2 penalty on all attack rolls it makes against you.

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at



a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

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.

Heart of the Slums You gain a +2 racial bonus on Sleight of Hand and Stealth checks, and a +4 racial bonus on Survival checks in urban and underground settings. In addition, you may roll twice when saving against disease, taking the better roll.

Hidden Blade You add ½ your rogue level on Sleight of Hand checks made to conceal a light blade (included above).

Rogue's Edge (Ex) You have mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. You gain the skill unlock powers for that skill as appropriate for your number of ranks in that skill.

Perform: Whenever you attempt a Bluff, Diplomacy, Handle Animal, or Intimidate check, you can attempt a DC 20 Perform check to gain a +2 circumstance bonus on the check.

Scout's Charge (Ex) Whenever you make a charge, your attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.

Smuggler You gain a +1 trait bonus on Bluff and Sleight of Hand checks.

Sneak Attack Your attack deals an extra 3d4 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.

Sneak Stab (Ex) When you make a sneak attack with a dagger, kerambit, kukri, punching daggers, starknife, or swordbreaker dagger you use d8s to roll sneak attack damage instead of d4s.

Stage Magic When you use an attention-getting alchemical item such as a flask of alchemist's fire, smokestick, thunderstone, or another appropriate alchemical item (GM's discretion) as part of a performance, you gain a +2 trait bonus on your Perform check for the duration of that performance. The item is expended without its normal effects and only serves to make your performance more impressive; for example, you could pretend to ignite yourself with alchemist's fire as part of a Perform (comedy) check or make a dramatic appearance with a smokestick as part of a Perform (act) check, but you would not actually take fire damage or gain concealment from smoke.