

## Siinsa Tossobble

Female human rogue 9 (scout, thug)

N Medium humanoid

**Init** +2; **Senses** Perception +12

**Languages** Common

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### DEFENSE

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**AC** 20, touch 12, flat-footed 18 (+5 armor, +2 Dex, +3 shield)

**hp** 74 (9 HD)

**Fort** +7, **Ref** +10, **Will** +5

**Defensive Abilities** evasion

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### OFFENSE

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

**Melee** *sword of subtlety* +12/+7 (1d6+6/19-20) or

*sword of subtlety* +16/+11 (1d6+10 plus 5d6 plus 5 bleed or befuddling strike/19-20) with a sneak attack, or

+1 *sap* +13/+8 (1d6+6 nonlethal plus enforcer) or

+1 *sap* +13/+8 (1d6+11 plus 5d6 nonlethal plus enforcer plus 5 bleed or befuddling strike) with sneak attack, or

+1 *sap* +13/+8 (1d6+16 plus 10d6 nonlethal plus enforcer plus 10 bleed or befuddling strike) with sneak attack against a flat-footed foe

**Ranged** mwk sling +9 (1d4+5) or

javelin +8 (1d6+5)

**Special Attacks** brutal beating (5 rounds), scout's charge, skirmisher, sneak attack +5d6

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### STATISTICS

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

**Base Atk** +6; **CMB** +11; **CMD** 23

**Feats** Dazzling Display, Enforcer, Extra Rogue Talent (offensive defense), Intimidating Prowess<sup>B</sup>, Shatter Defenses<sup>B</sup>, Sap Adept, Sap Master, Skill Focus (intimidate<sup>B</sup>), Weapon Focus (sap<sup>B</sup>)

**Skills** Acrobatics +14, Climb +17, Diplomacy +11, Escape Artist +14, Intimidate +23, Perception +12, Sense Motive +12, Sleight of Hand +14, Stealth +14, Swim +17

**SQ** rogue talents (befuddling strike<sup>B</sup>, bleeding attack +5, combat trick, offensive defense, strong impression, weapon training)

**Combat Gear** *potions of cure light wounds* (6), sling bullets (20); **Other Gear** +1 *sap*, +2 *buckler*, +2 *studded leather*, backpack, *belt of giant strength* +2, *circlet of persuasion*, *cloak of resistance* +2, javelins (5), masterwork sling, *sword of subtlety*, tender (42gp, 8sp)

**Encumbrance** light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 51 lb. (excluding tender)

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### SPECIAL ABILITIES

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**Befuddling Strike (Ex)** When you deal sneak attack damage against an opponent, that opponent takes a –2 penalty on attack rolls against you for 1d4 rounds. This ability cannot be used in conjunction with bleeding attack.

**Bleeding Attack (Ex)** You can cause living opponents to bleed by hitting them with a sneak attack. This attack causes 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 DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess. This ability cannot be used in conjunction with befuddling strike.

**Brutal Beating (Ex)** Whenever you deal sneak attack damage, you can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to ½ your rogue level. This ability does not stack with itself—only the most recent duration applies.



**Evasion (Ex)** If you make a successful 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. If you are helpless, you do not gain the benefit of evasion.

**Frightening (Ex)** Whenever you successfully use Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, you can instead decide to make the target frightened for 1 round.

**Offensive Defense (Ex)** When you hit a creature with a melee attack that deals sneak attack damage, you gain a +1 dodge bonus to AC for each sneak attack die rolled for 1 round.

**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.

**Skirmisher (Ex)** Whenever you move more than 10 feet in a round and make an attack action, the attack deals sneak attack damage as if the target was flat-footed. If you make more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability.

**Sneak Attack** Your attack deals 5d6 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.