

Lavinia Callinova

Player: Laurie Thompson-Earls

Female human (Varisian) unchained rogue 3 - CR 2

Chaotic Neutral Humanoid (Human); Deity: **Calistria**; Age: **19**; Height: **5' 7"**; Weight: **180 lb.**; Hair: **Black**; Skin: **Tanned**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+1	+1			Free Spirit: +2 morale bonus vs. mind-affecting effects
REFLEX (DEXTERITY)	+8	=	+3	+5			Danger Sense: +1 bonus vs. traps, Free Spirit: +2 morale bonus vs. mind-affecting effects
WILL (WISDOM)	+3	=	+1	+2			Free Spirit: +2 morale bonus vs. mind-affecting effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+5					

Touch AC 15	Flat-Footed AC 10
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Danger Sense: +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+2	+2	+0	-	-

CM Defense	BAB	Strength	Dexterity	Size
17	10	+2	+0	+5

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+2	HP	28
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Initiative	+7	Damage / Current HP
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Speed	30 ft
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+1 bladed scarf

Both hands: **+8, 1d6+8**

Crit: x2
2-hand, S, Disarm,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+14	DEX (5)	3	
Appraise	+3	INT (3)	-	
Bluff	+7	CHA (2)	2	
Climb	+6	STR (0)	3	
Acrobat: -2 penalty instead of -5 penalty when using the Climb skill to attempt an accelerated climb				
Craft (tattoo)	+5	INT (3)	1	
Diplomacy	+6	CHA (2)	1	
Calistrian Courtesan: +1 trait bonus to gather information				
Disable Device	+12	DEX (5)	3	
Disguise	+2	CHA (2)	-	
Escape Artist	+11	DEX (5)	3	
Free Spirit: +2 morale bonus to escape a grapple or bonds				
Fly	+7	DEX (5)	-	
Heal	+3	WIS (2)	1	
Intimidate	+2	CHA (2)	-	
Knowledge (dungeoneering)	+7	INT (3)	1	
Knowledge (local)	+8	INT (3)	2	
Knowledge (nobility)	+5	INT (3)	2	
Linguistics	+7	INT (3)	1	
Perception	+8	WIS (2)	3	
Trapfinding: +1 to locate traps, Danger Sense: +1 bonus to avoid being surprised by a foe				
Ride	+5	DEX (5)	-	
Sense Motive	+9	WIS (2)	3	
Stealth	+16	DEX (5)	3	
Survival	+3	WIS (2)	1	
Swim	+5	STR (0)	2	
Use Magic Device	+6	CHA (2)	1	

Activated Abilities & Adjustments

Weapon Proficiency

Feats

Acrobatic
Armor Proficiency (Light)
Free Spirit
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Two-Weapon Fighting
Weapon Finesse

Traits

Acrobat
Calistrian Courtesan (Diplomacy)
Reactionary

Drawbacks

Attached (Bladed Scarf)

Dagger

Main hand: **+7, 1d4** Crit: 19-20/x2
Main w/ offhand: **+3, 1d4** Rng: 10'
Main w/ light off: **+5, 1d4** Light, P/S
Offhand: **+5, 1d4**

Ranged: **+7, 1d4**
Ranged w/ offhand: **+3, 1d4**
Ranged w/ light off: **+5, 1d4**
Ranged offhand: **+5, 1d4**

Dagger

Main hand: **+7, 1d4** Crit: 19-20/x2
Main w/ offhand: **+3, 1d4** Rng: 10'
Main w/ light off: **+5, 1d4** Light, P/S
Offhand: **+5, 1d4**

Ranged: **+7, 1d4**
Ranged w/ offhand: **+3, 1d4**
Ranged w/ light off: **+5, 1d4**
Ranged offhand: **+5, 1d4**

Light crossbow

Ranged: **+5, 1d8** Crit: 19-20/x2
Ranged, both hands: **+7, 1d8** Rng: 80'
Ranged w/ offhand: **+1, 1d8** 2-hand, P
Ranged w/ light off: **+3, 1d8**
Ranged offhand: **+3, 1d8**

Gear

Total Weight Carried: 32.1/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

+1 bladed scarf 2 lbs
Artisan's outfit (Free) -
Backpack (9 @ 12 lbs) 2 lbs
Bastet's Moccasins 2 lbs
Bedroll <In: Backpack (9 @ 12 lbs)> 5 lbs
Belt pouch (3 @ 1 lbs) 0.5 lbs
Chalk <In: Belt pouch (3 @ 1 lbs)> -

Experience & Wealth

Experience Points: **5445**/9,000

Current Cash: **31 gp, 50 sp**

Gear

Total Weight Carried: 32.1/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

Crossbow bolts x50 0.1 lbs
Dagger 1 lb
Dagger 1 lb
Ink, black <In: Backpack (9 @ 12 lbs)> -
Ink, colored <In: Backpack (9 @ 12 lbs)> -
Light crossbow 4 lbs
Marbles <In: Backpack (9 @ 12 lbs)> 2 lbs
Money 1.62 lbs
Signal whistle <In: Belt pouch (3 @ 1 lbs)> -
Thieves' tools <In: Belt pouch (3 @ 1 lbs)> 1 lb
Torch x5 <In: Backpack (9 @ 12 lbs)> 1 lb

Special Abilities

Danger Sense +1 (Ex)
Evasion (Ex)
Fast Stealth (Ex)
Sneak Attack (Unchained) +2d6
Trapfinding +1

Tracked Resources

Crossbow bolts ☐☐☐☐☐ ☐☐☐☐☐☐
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Dagger ☐
Dagger ☐
Torch ☐☐☐☐☐

Languages

Azlanti
Common
Elven

Shoanti
Thassilonian
Varisian

Lavinia Callinova – Abilities & Gear

<div> Acrobatic Feat </div> <p>You are skilled at leaping, jumping, and flying.</p> <p>Benefit: You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.</p> <p>Appears In : Not Consolidated Skills</p>	<div> Reactionary Trait </div> <p>You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.</p> <p>Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits</p>
<div> Free Spirit Feat </div> <p>Your strong belief in the value of freedom protects you from mental and physical shackles.</p> <p>Prerequisites: Cha 13, any chaotic alignment.</p> <p>Benefit: You gain a +2 morale bonus on saving throws made against mind-affecting effects and on all Escape Artist or grapple checks made to escape a grapple or to escape from bonds.</p> <p>Appears In : Inner Sea World Guide</p>	<div> Danger Sense +1 (Ex) Class Ability (Rogue (Unchain </div> <p>At 3rd level, this class gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for 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 (if the character has trap sense from another class).</p>
<div> Two-Weapon Fighting Feat </div> <p>You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.</p> <p>Prerequisite: Dex 15.</p> <p>Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.</p> <p>Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.</p>	<div> Evasion (Ex) Class Ability (Rogue (Unchain </div> <p>If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.</p> <div> Fast Stealth (Ex) Class Ability (Investigator,Rog </div> <p>This ability allows a rogue to move at full speed using the Stealth skill without penalty.</p>
<div> Weapon Finesse Feat </div> <p>You are trained in using your agility in melee combat, as opposed to brute strength.</p> <p>Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.</p> <p>Special: Natural weapons are considered light weapons.</p>	<div> Sneak Attack (Unchained) +2d6 Class Ability (Rogue (Unchain </div> <p>If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.</p> <p>The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 rogue levels thereafter. 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.</p> <p>With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack—not even with the usual –4 penalty.</p> <p>The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with total concealment.</p>
<div> Acrobat Trait </div> <p>Having trained from a young age, you're capable of amazing feats of daring. You gain a +1 bonus on Acrobatics checks, and you take only a –2 penalty instead of the normal –5 penalty when using the Climb skill to attempt an accelerated climb.</p> <p>Appears In : Ultimate Campaign</p>	<div> Trapfinding +1 Class Ability (Rogue (Unchain </div> <p>A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.</p>
<div> Calistrian Courtesan (Diplomacy) Trait </div> <p>You worked in one of Calistria's temples as a sacred courtesan, and you know how to flatter, please, and (most of all) listen. You gain a +1 trait bonus on Sense Motive checks and Diplomacy checks to gather information, and one of these skills (your choice) is always a class skill for you.</p> <p>Appears In : Advanced Player's Guide Traits, Elves of Golarion, Ultimate Campaign</p>	<div> Bastet's Moccasins Gear </div> <p>These Varisian moccasins are made by the Callanova family and are popular among the more sneaky individuals.</p> <p>When worn, the moccasins provide a +5 competence bonus to all Stealth checks. In addition, once per day, the moccasins may be called upon to enhance any melee attack made by the wearer to make an insightful shot. Activating this ability is a free action, and once activated, your next melee attack against a target is made as if that target is flat footed against you - this allows a rogue to gain the benefit of sneak attack with this attack. If you don't make the melee attack within 1 round of activating this power, the insight fades and is wasted for that day.</p>

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Seekers of Secrets** - Marbles (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Elves of Golarion / Ultimate Campaign** - Calistrian Courtesan (trait)
- **Adventurer's Armory / Inner Sea World Guide / Rise of the Runelords Anniversary Edition / Varisia, Birthplace of Legends** - Bladed scarf (weapon)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language); Shoanti (language); Thassilonian (language); Varisian (language)
- **Inner Sea World Guide** - Free Spirit (feat); Varisian (race option)
- **Ultimate Campaign** - Acrobat (trait); Attached (???)
- **Unchained Classes** - Rogue (Unchained) (class)

Murder's Mark - Lavinia Callinova (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/05/26

XP Reward: 935 XP; **Net Cash:**

- no notes -

CotCT Session 1 - Lavinia Callinova (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/08/04

XP Reward: 0 XP; **Net Cash:** 19 gp, 50 sp

- no notes -

CotCT Session 2 - Lavinia Callinova (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/08/04

XP Reward: 4510 XP; **Net Cash:**

- no notes -