

Azalin

Rogue 1

CN, Medium, Elf, Humanoid

Ancestry: Elf (Seer Elf)

Background: Martial Disciple

Alignment: Chaotic Neutral

Deity: **Calistria**

Speed: 30 ft.

Languages: Common, Draconic, Elven

Hit Points	Hero Points
16	3 1

Str	Dex	Con	Int	Wis	Cha	
+1	+4	+2	+1	+1	+0	12 Str 18 Dex 14 Con 12 Int 12 Wis 10 Cha

☐ **PERCEPTION** **+6_E** = +5 Base +1 Wis +0 Misc

☐ **FORTITUDE** **+5_T** = +3 Base +2 Con +0 Misc

☐ **REFLEX** **+9_E** = +5 Base +4 Dex +0 Misc

☐ **WILL** **+6_E** = +5 Base +1 Wis +0 Misc

☐ **AC** **18_T** = +13 Base +4 Dex +1 Misc

Defenses

All Armor Classes (Nimble Dodge): +2 circumstance bonus vs. triggering attack when using Nimble Dodge

Leather armor (Trained)

AC: +1, Max Dex: +4, Armor Check: –, Speed: –

Dagger (Trained)

Melee: **+7/+3/-1** (1d4+4 P, Crit ×2)

Ranged (10 ft.): **+7/+3/-1** (1d4+1 P, Crit ×2)

Traits: versatile S, thrown 10 ft., agile, finesse

Rapier (Trained)

Melee: **+7/+2/-3** (1d6+4 P, Crit ×2 +1d8 P)

Traits: disarm, deadly d8, finesse

Shortbow (Trained)

Ranged (60 ft.): **+7/+2/-3** (1d6 P, Crit ×2 +1d10 P)

Traits: deadly d10

Shortsword (Trained)

Melee: **+7/+3/-1** (1d6+4 P, Crit ×2)

Traits: versatile S, agile, finesse

Special Abilities

Low-Light Vision

See in dim light as if it were normal light.

Sneak Attack (1d6)

Strikes vs. flat-footed foes with agile/finesse weapons or ranged attacks deal extra damage.

Surprise Attack

Used Deception or Stealth for initiative: Creatures that haven't acted are flat-footed to you.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.



Skills

<input type="checkbox"/>	+7_T Acrobatics _{Dex}
<input type="checkbox"/>	+4_T * Arcana _{Int}
<input type="checkbox"/>	+4_T * Athletics _{Str}
<input type="checkbox"/>	+1_U Crafting _{Int}
<input type="checkbox"/>	+3_T Deception _{Cha}
<input type="checkbox"/>	+3_T Diplomacy _{Cha}
<input type="checkbox"/>	+0_U Intimidation _{Cha}
<input type="checkbox"/>	+4_T Medicine _{Wis}
<input type="checkbox"/>	+1_U * Nature _{Wis}
<input type="checkbox"/>	+4_T * Occultism _{Int}
<input type="checkbox"/>	+0_U Performance _{Cha}
<input type="checkbox"/>	+1_U * Religion _{Wis}
<input type="checkbox"/>	+4_T Society _{Int}
<input type="checkbox"/>	+7_T Stealth _{Dex}
<input type="checkbox"/>	+4_T Survival _{Wis}
<input type="checkbox"/>	+7_T Thievery _{Dex}
<input type="checkbox"/>	+4_T Warfare Lore _{Int}

Skill Modifiers

Arcana (Seer Elf): +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature

Athletics (Assurance): Forgo rolling to receive total result of 13

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks, Rapier, Sap, Shortbow, Shortsword

Armor Proficiencies

Trained: All Light Armor, Unarmored Defense

Skill Modifiers

Nature (Seer Elf): +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature
Occultism (Seer Elf): +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature
Religion (Seer Elf): +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature

Feats

Otherworldly Magic [Ancestry Feats Selection]

Choose one arcane cantrip which you can cast as an innate spell at will.

Nimble Dodge [Class Feats Selection]

If you are being attacked by an enemy you can see, gain a +2 circ bonus to AC vs. that attack.

Assurance (Athletics) [Skill Feats Selection]

Forgo rolling a Athletics check to instead use a result of 13.

Cat Fall

Treat falls as 10' shorter.

Spells

Otherworldly Magic Spell spells known (DC 13)

Cantrip (at will)—*mage hand*

Innate Spells

Detect Magic (1st)

Tracked Resources

Arrows	<input type="text" value="20"/>
Dagger	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Gear (Encum: 6 bulk, Over: 11 bulk)

Total Bulk Carried: 5.6, Unencumbered

Arrows x20	0.2
Backpack	L
Bedroll	L
Chalk x10	-
Climbing kit	1
Dagger	L
Flint and steel	-
Leather armor	1
Money	-
Rapier	1
Rations (1 week) x2	0.2
Rope (foot) x50	L
Shortbow	1
Shortsword	L
Soap	-
Thieves' tools	L
Torch x5	0.5
Waterskin	L

Personal Details

Gender: Male; **Age:** 100; **Height:** 5' 11"; **Weight:** 170 lb.;
Eyes: Blue; **Hair:** White; **Skin:** Tan

Experience & Wealth

Career Experience Points: **0** (0/1,000 to 2nd)

Current Cash: **1 gp, 7 sp**

Assurance (Athletics)

(Feat, Skill Feats Selection)

Traits: Fortune, General, Skill**Prerequisites** trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Cat Fall

(Background Selection, Feat)

Traits: General, Skill**Prerequisites** trained in Acrobatics

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

Nimble Dodge

(Class, Class Feats Selection, Feat, Rogue)

Traits: Rogue**[reaction]****Trigger** A creature targets you with an attack and you can see the attacker.**Requirements** You are not encumbered.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Low-Light Vision

(Elf, Race)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Sneak Attack (1d6)

(Class, Rogue)

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the flat-footed condition (page 620) with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

Surprise Attack

(Class, Rogue)

You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

Treat Wounds (2d8, DC 15)**Traits:** Exploration, Healing, Manipulate**Requirements** You're wearing or holding healer's tools

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Weapons**Arrows**

These projectiles are the ammunition for bows. The shaft of an arrow is made of wood. It is stabilized in flight by fletching at one end and bears a metal head on the other.

Dagger

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Weapon Traits**Agile**

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Deadly d8

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm

You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Weapon Traits

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Climbing kit

This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. A single kit has only enough materials for one climber; each climber needs their own kit.

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.