

Lily Teskertin - Follower of Caleb Tillinghast

Character Name
 Rogue 8
 CLASS
 8 (7) 51000 / 75000
 Character Level (CR) EXP/NEXT LEVEL

Matthew Dames

Player Name
 Human / Humanoid
 RACE
 27 Female
 AGE GENDER

Calistria

Deity
 Medium / 5 ft.
 SIZE / FACE
 Green
 EYES

None

Region
 5' 4" / 125 lbs.
 HEIGHT / WEIGHT
 Black
 HAIR

Chaotic Good

Alignment
 Normal
 VISION
 Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1		
DEX Dexterity	18	+4	18	+4		
CON Constitution	12	+1	12	+1		
INT Intelligence	14	+2	14	+2		
WIS Wisdom	14	+2	14	+2		
CHA Charisma	16	+3	16	+3		

HP hit points: 59

AC armor class: 18

INITIATIVE modifier: +8

Encumbrance: Light

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 30 ft.

TOTAL: 18

FLAT: 18

TOUCH: 15

BASE: 10

ARMOR BONUS: 3

SHIELD BONUS: 0

STAT: 4

SIZE: 0

NATURAL ARMOR: 0

DEFLECTION: 1

DODGE: 0

Morale: 0

Insight: 0

Sacred: 0

Profane: 0

MISC: 0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+3	+2	+1	+0	+0	+0	
REFLEX (dexterity)	+10	+6	+4	+0	+0	+0	
WILL (wisdom)	+4	+2	+2	+0	+0	+0	

Conditional Save Modifiers:
 +2 Reflex to avoid traps

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7/+2	+6/+1	+1	+0	+0	0	
RANGED attack bonus	+10/+5	+6/+1	+4	+0	+0	0	
CMB attack bonus	+10/+5	+6/+1	+4	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+10/+5	+10/+5	+10/+5	+10/+5	+10	+10
CMD	22	22	22	22	22	22

UNARMED (nonlethal only)

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d3+1	20/x2	5 ft.

Special Properties:

	HAND	TYPE	SIZE	CRITICAL	REACH
*Sword (Short)	Off-hand	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+7	1d6+1	+1	1d6+1	
1H-O	+3	1d6	+3	1d6+1	
2H	+7	1d6+1	-1	1d6	

***Crossbow, Hand (Masterwork)**

	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	19-20/x2	5 ft.
	Ammunition: Bolts +1 (Crossbow/10/Flaming) (+1d6 fire damage)				
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.
TH	+7/+2	+5/+0	+3/-2	+1/-4	-1/-6
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1
	180 ft.	210 ft.	240 ft.	270 ft.	300 ft.
TH	-3/-8	-5/-10	-7/-12	-9/-14	-11/-16
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1

Dagger +1 (Thrown)

	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+8/+3	1d4+2	+2/-3	1d4+2	
1H-O	+4/-1	1d4+1	+4/-1	1d4+2	
2H	+8/+3	1d4+2	+0	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather +1	Light	+3	+6	+0	10
*Ring of Protection +1		+1		+0	0

TOTAL SKILLPOINTS: 88

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	9	4	2	3
✓ Appraise	INT	9	2	4	3
✓ Bluff	CHA	16	3	8	5
✓ Bluff (Pass Hidden Message)	CHA	21	3	8	10
✓ Climb	STR	1			
✓ Craft (Untrained)	INT	2			
✓ Diplomacy	CHA	14	3	8	3
✓ Disable Device	DEX	14	4	3	7
✓ Disguise	CHA	16	3	8	5
✓ Escape Artist	DEX	12	4	5	3
✓ Fly	DEX	4			
✓ Heal	WIS	2			
✓ Intimidate	CHA	11	3	5	3
Knowledge (Dungeoneering)	INT	7	2	2	3
Knowledge (Local)	INT	12	2	7	3
Knowledge (Nobility)	INT	5	2		3
Linguistics(Dwarven, Elven)	INT	7	2	2	3
✓ Perception	WIS	13	2	8	3
✓ Perception (Trapfinding)	WIS	17	2	8	7
✓ Perform (Untrained)	CHA	3			
Profession (Courtesan)	WIS	7	2	2	3
✓ Ride	DEX	4			
✓ Sense Motive	WIS	13	2	8	3
✓ Sense Motive (Secret Messages)	WIS	18	2	8	8
Sleight of Hand	DEX	11	4	4	3
Spellcraft	INT	5	2	1	2
✓ Stealth	DEX	15	4	8	3
✓ Survival	WIS	2			
✓ Swim	STR	6	1	2	3
Use Magic Device	CHA	13	3	5	5

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Dagger +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+9/+4	1d4+3	2W-P-(OH)	+3/-2		1d4+3
1H-O	+5/+0	1d4+2	2W-P-(OL)	+5/+0		1d4+3
2H	+9/+4	1d4+3	2W-OH	+1		1d4+2
10 ft.		20 ft.		30 ft.		40 ft.
TH	+12/+7	+10/+5	+8/+3	+6/+1		+4/-1
Dam	1d4+3	1d4+3	1d4+3	1d4+3		1d4+3

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Sword (Short)	Equipped	1	2 / 10		
Ring of Protection +1	Equipped	1	0 / 2,000		
Crossbow, Hand (Masterwork)	Equipped	1	2 / 100		
<small>1 lbs., 1 Bolts +1 (Crossbow/10/Flaming)</small>					
Bolts +1 (Crossbow/10/Flaming)	Crossbow, Hand (Masterwork)	1	1 / 1,661		
<small>□□□□ □□□□□ +1d6 fire damage</small>					
Leather +1	Equipped	1	15 / 1,160		
Backpack, Common	Equipped	1	2 / 2		
<small>9.5 lbs., 1 Compass, 1 Flint and Steel, 1 Grappling Hook, 1 Magnifying Glass, 1 Rope (Silk/50 ft.), 8 Parchment (Sheet), 1 Sealing Wax, 1 Torch</small>					
Compass	Backpack, Common	1	0.5 / 10		
Flint and Steel	Backpack, Common	1	0 / 1		
Grappling Hook	Backpack, Common	1	2 / 1		
<small>Mithral</small>					
Magnifying Glass	Backpack, Common	1	0 / 100		
<small>a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.</small>					
Rope (Silk/50 ft.)	Backpack, Common	1	5 / 10		
<small>4 hp, DC 24 Strength check to burst</small>					
Parchment (Sheet)	Backpack, Common	8	0 (0) / 0.2 (1.6)		
Sealing Wax	Backpack, Common	1	1 / 1		
Torch	Backpack, Common	1	1 / 0		
<small>□ Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>					
Scroll Case	Equipped	1	0.5 / 1		
Belt Pouch	Equipped	2	0.5 (1) / 1 (2)		
<small>2 lbs., 1 Spyglass, 1 Thieves' Tools, 1 Waterskin</small>					
Spyglass	Belt Pouch	1	1 / 1,000		
Thieves' Tools	Belt Pouch	1	1 / 30		
Waterskin	Belt Pouch	1	0 / 1		
Dagger +1 (Thrown)	Carried	1	1 / 2,302		
Dagger +2	Carried	1	1 / 8,302		
Courtier's Outfit		1	6 / 30		
Entertainer's Outfit		1	4 / 3		
Outfit (Explorer's)		1	8 / 0		
TOTAL WEIGHT CARRIED/VALUE		36.5 lbs.	16,728.6gp		
WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650
MONEY					
					Total= 0 gp
MAGIC					
Snapleaf-crystal leaf, break as immediate action gain featherfall and invisibility					
Languages					
Common, Draconic, Dwarven, Elven, Gnome, Halfling, Read Lips, Undercommon					
Other Companions					

Traits	
Calistrian Prostitute (Calistria) (Diplomacy)	[Paizo Inc. - Advanced Player's Guide, p.333]
You worked in one of Calistria's temples as a sacred prostitute, 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.	
Canter	[Paizo Inc. - Advanced Player's Guide, p.330]
You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase don't phase you in the slightest today as a result. Anyone who attempts to use Bluff to deliver a secret message to you gains a +5 bonus on his Bluff check. When you attempt to intercept a secret message using Sense Motive, you gain a +5 trait bonus on the attempt.	

Special Attacks	
Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]

If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, 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, 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.

Special Qualities	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Charmer (Ex)	[Paizo Inc. - Advanced Player's Guide, p.130]
2/day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.	
Evasion (Ex)	[Paizo Inc. - Core Rulebook]
You can avoid damage from many area-effect attacks. 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 only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Guildful Polyglot (Gnome, Halfling, Read Lips, Undercommon) (Ex)	[Paizo Inc. - Advanced Player's Guide, p.130]
A rogue with this talent who has at least one rank in Linguistics gains four additional languages. A rogue with this talent who does not have any ranks in Linguistics gains two additional languages. If the rogue later gains ranks in Linguistics, she gains two additional languages, to a total of four additional languages above those granted by the Linguistics skill itself.	
Humanoid Traits (Ex)	[Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.	
Improved Uncanny Dodge (Ex)	[Paizo Inc. - Core Rulebook]
You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 12.	
Major Magic (Disguise Self) (Sp)	[Paizo Inc. - Core Rulebook, p.68]
You can cast Disguise Self two times a day as a spell-like ability. The caster level for this ability is 8. The save DC for this spell is 13.	
Minor Magic (Message) (Sp)	[Paizo Inc. - Core Rulebook, p.68]
You can cast Message. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is 8. The save DC for this spell is 12.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Trapfinding (Ex)	[Paizo Inc. - Core Rulebook, p.68]
You add +4 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	
Trap Sense (Ex)	[Paizo Inc. - Core Rulebook]
You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.	
Uncanny Dodge (Ex)	[Paizo Inc. - Core Rulebook]
You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.	

Feats	
Agile Maneuvers	[Paizo Inc. - Core Rulebook, p.117]
You learned to use your quickness in place of brute force when performing combat maneuvers.	
You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.	
Deceitful	[Paizo Inc. - Core Rulebook, p.121]
You are skilled at deceiving others, both with the spoken word and with physical disguises.	

You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Improved Initiative

[Paizo Inc. - Core Rulebook, p.127]

Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Magical Aptitude

[Paizo Inc. - Core Rulebook, p.130]

You are skilled at spellcasting and using magic items.

You get a +2 bonus on all Spellcraft checks and Use Magic Device checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw

[Paizo Inc. - Core Rulebook, p.131]

You can draw weapons faster than most.

You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Hand Crossbow, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Gaff, Gauntlet, Spiked Gauntlet, Grapple, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Pliers, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspike, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Short Sword, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow

Lily Teskertin- Follower of Caleb Tillinghast

Human

RACE

27

AGE

Female

GENDER

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

5' 4"

HEIGHT

125 lbs.

WEIGHT

Green

EYE COLOUR

SKIN COLOUR

Black,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Calistria

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Bonus Trait-Noble Born (Orlovsky) +1 to CMD, +1 to Stealth

Biography: