Pippa Locksley

Player: Abbie Lammel

Female halfling arcane trickster 1/rogue 2/sorcerer 4 - CL7 - CR 6

Chaotic Good Humanoid (Halfling); Deity: **Calistria**; Age: **35**; Height: **2' 8**"; Weight: **30 Ib.**; Eyes: **Green**; Hair: **Blond**; Skin: **White**

Ability	Score	Modifier	Temporary	
STR STRENGTH	8	-1		
DEX	16/20	+3/+5		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	14	+2		
WISDOM	14	+2		
CHA CHARISMA	18/20	+4/+5		
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes	
FORTITUDE (CONSTITUTION) +7 = +1 +2 +2 +2 Ushanka of the northlands : +2 resistance bonus vs. Cold effects, Fearless: +2 vs. fear				
REFLEX (DEXTERITY)	+13 = +5 Ushanka of the nor effects, Fearless: +:	+5 +2 +1 thlands : +2 resistand 2 vs. fear	ce bonus vs. Cold	
WILL (WISDOM)	+10 = +5	+2 +2 +1		
(WISDOW)	Ushanka of the nor effects, Fearless: +:	thlands : +2 resistand 2 vs. fear	ce bonus vs. Cold	
Energy Resista	nce, Cold (2)			
Total	Armor Shield De		ilec Dodge Misc	
AC 18 =	= +2 +			
Touch AC	15 Flat-F	Dexterity Si	15 ze Misc	
CM Bonus	+7 = +3		1 -	
See the Base Attack (below) for modifiers that may also apply to CMB BAB Strength Dexterity Size				
CM Defense 17 = 10 +3 -1 +5 -1				
Hero Point	s 🔲	Н	P 55	
Base Attac	k +:	3 Dar	nage / Current HP	
Dedicated Defender : +1 trait bonus while adjacent to a dying/disabled ally				
Initiative +5				
Speed	20 / 1	5 ft		
+1 flaming darkwood light crossbow				
Ranged: +8, 1d6+1 plus 1d6 fire Crit: 19-20/x2 Ranged, both hands: +10, 1d6+1 Rng: 80' plus 1d6 fire 2-hand, P				
Dedicated Defender : +1 trait bonus while adjacent to a dying/disabled ally				





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (5)	1	
Speed greater/less than 3 Appraise	i0 ft. : -8 to +2	iump INT (2)	_	
Magnifying glass: +2 circu		()	or highly de	tailed
items when using a magnify			3	
Bluff [♥] Climb	+11	CHA (5)	3	
	-2	STR (-1)	-	
Craft (alchemy)	+6	INT (2)	1	
	+11	CHA (5)	3	
Disable Device	+10	DEX (5)	4	
Disguise	+10	CHA (5)	2	
Escape Artist	+9	DEX (5)	4	
⁹ Fly	+4	DEX (5)	-	
Handle Animal	-	CHA (5)	-	
Heal	+2	WIS (2)	-	
Intimidate	+5	CHA (5)	-	
Knowledge (arcana)	+9	INT (2)	4	
Knowledge (local)	+7	INT (2)	2	
Knowledge (nobility)	+7	INT (2)	2	
Linguistics	+6	INT (2)	1	
Perception	+9	WIS (2)	2	
Trapfinding: +1 to locate traps				
Ride	+2	DEX (5)	-	
Sense Motive	+8	WIS (2)	3	
Sleight of Hand	+7	DEX (5)	2	
Spellcraft	+6	INT (2)	1	
⁰ Stealth	+14	DEX (5)	5	
Survival	+7	WIS (2)	-	
^U Swim	-4	STR (-1)	-	
Use Magic Device	+10	CHA (5)	2	

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Feats

Accomplished Sneak Attacker Agile Maneuvers Armor Proficiency (Light) Combat Casting Eschew Materials Rogue Weapon Proficiencies Simple Weapon Proficiency - All Spell Focus (Evocation)

Traits

Dedicated Defender Northern Ancestry

Blowgun

Ranged: +9 , 1	Crit: ×2 Rng: 20' Light, P
Dedicated Defender : +1 trait bonus while adjacent to a dying/disabled	ally
Blowgun darts	
	Crit: N/A Ammo, P
Dedicated Defender : +1 trait bonus while adjacent to a dying/disabled	ally
Cold Iron Bolts	

Main hand: -1,

Dedicated Defender : +1 trait bonus while adjacent to a dying/disabled ally lcicle wand (cl 7th)

Main hand: +4, 1d3 plus 1d6 cold	Crit: 19-20/x2	
Ranged: +10, 1d3 plus 1d6 cold	Rng: 10' Light, P/S	
Dedicated Defender: +1 trait bonus while adjacent to a dying/disabled ally		
Masterwork cold iron dagger		
Main hand: +4, 1d3-1	Crit: 19-20/x2 Rng: 10'	
Ranged: +10 , 1d3-1	Light, P/S	
Dedicated Defender: +1 trait bonus while adjacent to a dying/disabled ally		
Masterwork cold iron dagger		
Main hand: +4, 1d3-1	Crit: 19-20/x2	
Ranged: +10 , 1d3-1	Rng: 10' Light, P/S	

Dedicated Defender : +1 trait bonus while adjacent to a dying/disabled ally

Pippa's Glamour

+5

Max Dex: +4, Armor Check: -1 Spell Fail: 20%, Light

Gear

Total Weight Carried: 38/60 lbs, Medium Load (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

+1 flaming darkwood light crossbow Amulet of natural armor +1

Experience & Wealth

Experience Points: **35000**/51,000 Current Cash: **3 pp, 7 gp, 9 sp**

Gear

Total Weight Carried: 38/60 lbs, Medium Load (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

105)	
Bag of holding I (105 @ 50.43 lbs) 7.5 lbs	s
Bedroll <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""> 1.25 lbs</in:>	s
Belt of incredible dexterity +4 0.5 lbs	s
Blanket, winter <i><in:< i=""> Bag of holding <i>I</i> (105 @ 0.75 lbs</in:<></i>	
Blowgun < <i>In:</i> Bag of holding I (105 @ 50.43 lbs)> 0.5 lbs	
Blowgun arts x20 $<$ <i>In: Bag of holding I (105 @ 50.43 hs)</i> $>$ 0.5 hs	3
	-
Boots of the cat 0.5 lbs	
Bracers of armor +2 0.5 lb	
Cloak of resistance +1 0.5 lbs	
Cold Iron Bolts x50 <in: (105="" 0.05="" bag="" holding="" i="" lbs<="" of="" td=""><td>s</td></in:>	s
Cold weather outfit (Free) < In: Bag of holding I (105 @	-
Drow poison <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""></in:>	-
Empower metamagic rod (lesser, 3/day) 2.5 lbs	s
Flask <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""> 1.5 lbs</in:>	s
Flint and steel <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""></in:>	-
Headband of alluring charisma +2 0.5 lb	s
Hyperboreal robe 0.5 lb	-
lcicle wand (cl 7th) 0.5 lb	
Magnifying glass < In: Bag of holding I (105 @ 50.43	-
Marbles $< In: Bag of holding I (105 @ 50.43 lbs) > 2 lbs$	c
Masterwork cold iron dagger 0.5 lbs	
Masterwork cold iron dagger 0.5 lb	
Money <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""> 0.38 lbs</in:>	
Noble's outfit < <i>In:</i> Bag of holding I (105 @ 50.43 2.5 lbs	
Noble's outfit <in: (105="" 2.5="" 50.43="" @="" bag="" holding="" i="" lb<="" of="" td=""><td></td></in:>	
Noble's outfit <in: (105="" 2.5="" 50.43="" @="" bag="" holding="" i="" lb<="" of="" td=""><td></td></in:>	
Pippa's Glamour 12.5 lbs	
Pot <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""> 4 lbs</in:>	s
Ring of feather falling	-
Ring of protection +1	-
Rope <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""> 10 lbs</in:>	
Soap <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""> 0.5 lbs</in:>	s
Spoon of flavor <in: (105="" 0.3="" @="" bag="" holding="" i="" lbs<="" of="" td=""><td>s</td></in:>	s
Tent, small <in: (105="" 5="" 50.43="" @="" bag="" holding="" i="" lbs<="" of="" td=""><td>s</td></in:>	s
Thieves' tools, masterwork <in: 2="" bag="" holding="" i="" lbs<="" of="" td=""><td>s</td></in:>	s
Torch x10 <in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)="" of=""> 1 lt</in:>	b
Trail rations x5 <td>s</td>	s
Ushanka of the northlands	-
Wand of fireball	-
Wand of ice spears (18 charges)	-
Wand of invisibility (30 charges)	-
Waterskin <i><in: (105="" 50.43="" @="" bag="" holding="" i="" lbs)<="" of="">> 1 l</in:></i>	h

Special Abilities

Bleeding Attack +2 (Ex) Evasion (Ex) Fearless [N/A] Glamered

Validation Report

1 lb

Validation Report (0 issues): Nothing identified Adjustments Active: Racial Languages Unrestricted:

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Crit: ×2 Ammo, P

Special Abilities

Hero Points Mind Reader (1/day, DC 17) (Sp) Rakshasa Ranged Legerdemain (Su) Silver Tongue (8/day) (Su) Sneak Attack +2d6 Trapfinding +1

Tracked Resources		
Blowgun darts		
Cold Iron Bolts		
Drow poison		
Empower metamagic rod (lesse	r, 3/day)	
Ice Spears (50 charges)		
Icicle wand (cl 7th)		
Masterwork cold iron dagger		
Masterwork cold iron dagger		
Mind Reader (1/day, DC 17) (Sp)		
Silver Tongue (8/day) (Su)		
Torch		
Trail rations		
Wand of fireball		
Wand of ice spears (18 charges)		
Wand of invisibility (30 charges)		
I an and		

Languages

Common Gnome Halfling Sign Language Skald

Spells & Powers

Sorcerer spells known (CL 5th; concentration +10) Melee Touch +3 Ranged Touch +9 2nd (5/day)—mirror image, scorching ray 1st (8/day)—burning hands (DC 17), charm person (DC 16), detect secret doors, mage armor, magic missile 0th (at will)—disrupt undead, flare (DC 16), ghost sound (DC 15), light, mage hand, prestidigitation