

Pippa Locksley

Player: Abbie Lammel

Female halfling rogue 2/sorcerer 1 - CL3 - CR 2

Chaotic Good Humanoid (Halfling); Deity: Calistria; Age:

35; Height: 2' 8"; Weight: 30 lb.; Eyes: Green; Hair:

Blond; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =		+1		+2		
	Fearless: +2 vs. fear						

REFLEX (DEXTERITY)	+7 =	+3	+3		+1		
	Fearless: +2 vs. fear						

WILL (WISDOM)	+5 =	+2	+2		+1		
	Fearless: +2 vs. fear						

Energy Resistance, Cold (2)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =	+2		+3	+1				

Touch AC 14	Flat-Footed AC 13
	BAB Dexterity Size Misc

CM Bonus +3 =	+1	+3	-1	-
See the Base Attack (below) for modifiers that may also apply to CMB				

CM Defense 12 = 10	+1	-1	+3	-1
	BAB	Strength	Dexterity	Size

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 25
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Base Attack	+1
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Dedicated Defender: +1 trait bonus while adjacent to a dying/disabled ally

Initiative	+3
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Speed	20 ft
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Blowgun

Ranged: +5, 1

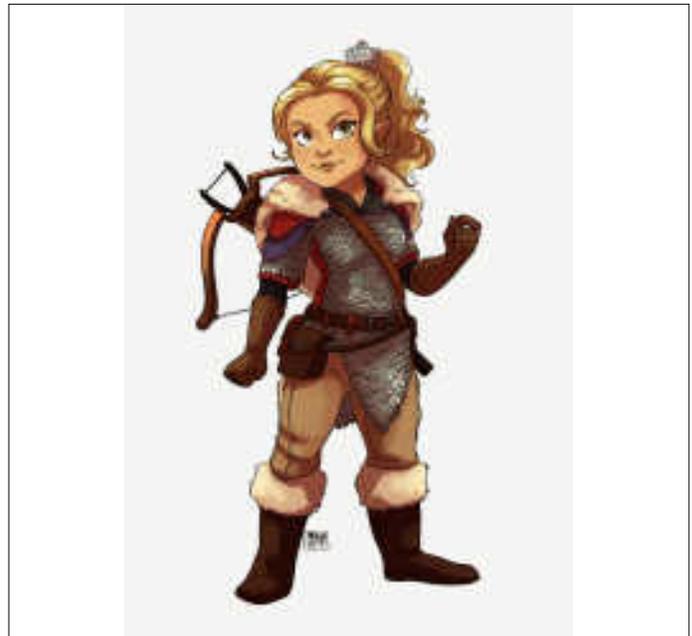
Crit: x2
Rng: 20'
Light, P

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

Blowgun darts

Crit: N/A
Ammo

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (3)	1	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+2	INT (2)	-	
Magnifying glass: +2 circumstance bonus for small or highly detailed items when using a magnifying glass				
Bluff	+8	CHA (3)	2	
Climb	+1	STR (-1)	-	
Craft (alchemy)	+6	INT (2)	1	
Diplomacy	+8	CHA (3)	2	
Disable Device	+6	DEX (3)	1	
Disguise	+7	CHA (3)	1	
Escape Artist	+7	DEX (3)	1	
Fly	+5	DEX (3)	-	
Handle Animal	-	CHA (3)	-	
Heal	+2	WIS (2)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (arcana)	+6	INT (2)	1	
Knowledge (local)	+7	INT (2)	2	
Knowledge (nobility)	+3	INT (2)	1	
Linguistics	+6	INT (2)	1	
Perception	+9	WIS (2)	2	
Trapfinding: +1 to locate traps				
Ride	+3	DEX (3)	-	
Sense Motive	+7	WIS (2)	2	
Sleight of Hand	+7	DEX (3)	1	
Spellcraft	-	INT (2)	-	
Stealth	+13	DEX (3)	3	
Survival	+2	WIS (2)	-	
Swim	-1	STR (-1)	-	
Use Magic Device	+8	CHA (3)	2	

Feats

Agile Maneuvers
 Armor Proficiency (Light)
 Eschew Materials
 Rogue Weapon Proficiencies
 Simple Weapon Proficiency - All
 Spell Focus (Evocation)

Traits

Dedicated Defender
 Northern Ancestry

Cold Iron Bolts

Main hand: **-3**, Crit: x2
 Ammo, P

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

Light crossbow

Ranged: **+3, 1d6** Crit: 19-20/x2
 Rng: 80'
 Ranged, both hands: **+5, 1d6** 2-hand, P

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

Masterwork cold iron dagger

Main hand: **+2, 1d3-1** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+6, 1d3-1** Light, P/S

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

Leather armor

+2

Max Dex: +6, Armor Check: -
 Spell Fail: 10%, Light

Gear

**Total Weight Carried: 17.5/60 lbs, Light Load
 (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)**

Bag of holding I (105 @ 50.43 lbs)	7.5 lbs
Bedroll <In: Bag of holding I (105 @ 50.43 lbs)>	1.25 lbs
Blanket, winter <In: Bag of holding I (105 @ 50.43 lbs)>	0.75 lbs
Blowgun <In: Bag of holding I (105 @ 50.43 lbs)>	0.5 lbs
Blowgun darts x20 <In: Bag of holding I (105 @ 50.43 lbs)>	-
Cold Iron Bolts x50 <In: Bag of holding I (105 @ 50.43 lbs)>	0.05 lbs
Cold weather outfit (Free) <In: Bag of holding I (105 @ 50.43 lbs)>	-
Drow poison <In: Bag of holding I (105 @ 50.43 lbs)>	-
Flask <In: Bag of holding I (105 @ 50.43 lbs)>	1.5 lbs
Flint and steel <In: Bag of holding I (105 @ 50.43 lbs)>	-
Leather armor	7.5 lbs
Light crossbow	2 lbs
Magnifying glass <In: Bag of holding I (105 @ 50.43 lbs)>	-
Marbles <In: Bag of holding I (105 @ 50.43 lbs)>	2 lbs
Masterwork cold iron dagger	0.5 lbs
Money <In: Bag of holding I (105 @ 50.43 lbs)>	0.38 lbs
Noble's outfit <In: Bag of holding I (105 @ 50.43 lbs)>	2.5 lbs
Noble's outfit <In: Bag of holding I (105 @ 50.43 lbs)>	2.5 lbs
Noble's outfit <In: Bag of holding I (105 @ 50.43 lbs)>	2.5 lbs
Pot <In: Bag of holding I (105 @ 50.43 lbs)>	4 lbs

Experience & Wealth

Experience Points: **5000/9,000**
 Current Cash: **3 gp, 7 sp, 9 cp**

Gear

**Total Weight Carried: 17.5/60 lbs, Light Load
 (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)**

Rope <In: Bag of holding I (105 @ 50.43 lbs)>	10 lbs
Soap <In: Bag of holding I (105 @ 50.43 lbs)>	0.5 lbs
Spoon of flavor <In: Bag of holding I (105 @ 50.43 lbs)>	0.3 lbs
Tent, small <In: Bag of holding I (105 @ 50.43 lbs)>	5 lbs
Thieves' tools, masterwork <In: Bag of holding I (105 @ 50.43 lbs)>	2 lbs
Torch x10 <In: Bag of holding I (105 @ 50.43 lbs)>	1 lb
Trail rations x5 <In: Bag of holding I (105 @ 50.43 lbs)>	0.25 lbs
Waterskin <In: Bag of holding I (105 @ 50.43 lbs)>	1 lb

Special Abilities

Bleeding Attack +1 (Ex)
 Evasion (Ex)
 Fearless
 Hero Points
 Rakshasa
 Silver Tongue (6/day) (Su)
 Sneak Attack +1d6
 Trapfinding +1

Tracked Resources

Blowgun darts	□□□□□ □□□□□
Cold Iron Bolts	□□□□□ □□□□□
Drow poison	□
Masterwork cold iron dagger	□
Silver Tongue (6/day) (Su)	□□□□□ □
Torch	□□□□□ □□□□□
Trail rations	□□□□□

Languages

Common	Sign Language
Gnome	Skald
Halfling	

Spells & Powers

Sorcerer spells known (CL 1st; concentration +4)
Melee Touch +1 Ranged Touch +5
1st (4/day)—*mage armor*, *magic missile*
0th (at will)—*disrupt undead*, *flare* (DC 14), *ghost sound* (DC 13), *light*

Validation Report

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

Agile Maneuvers

Feat

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

Eschew Materials

Feat

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Spell Focus (Evocation)

Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Dedicated Defender

Trait

When a companion is down, you fight harder. You gain a +1 trait bonus on attack rolls and on checks made to overcome spell resistance while you are adjacent to a dying or disabled ally, animal companion, eidolon, familiar, or mount.

Appears In : Ultimate Campaign

Northern Ancestry

Trait

One of your parents came from the North, and the tales of the frozen lands at the top of the world that you grew up listening to excited your imagination. Or maybe one of your ancestors had the blood of some frost-rimed creature. You feel most alive during the chill of winter, and as a child, you spent hours playing in the snow. You rarely feel the cold, and you've always had a restless longing to travel north. You gain a +1 trait bonus on Fortitude saves, as well as cold resistance 2; this resistance does not stack with cold resistance gained from any other source.

Appears In : People of the North, Reign of Winter

Energy Resistance, Cold (2)

Unknown

You have the specified Energy Resistance against Cold attacks.

Fearless

Racial Ability (Halfling)

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Hero Points

Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn : You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action : You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special : You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death : A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In : Advanced Player's Guide Hero Points

Bleeding Attack +1 (Ex)

Class Ability (Rogue, Rogue (U))

A rogue with this ability 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 the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

Special: This talent adds an effect to the rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack is rolled.

Evasion (Ex)

Class Ability (Rogue)

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.

Rakshasa

Class Ability (Sorcerer)

At some point in your family's history, one of your ancestors was tainted by the influence of a rakshasa. Though most of your family seem entirely normal, you have always felt your own skin is a prison from which magic allows you to escape. Your birthright is a secret you may be forced to keep from societies that would never deal with you if your heritage were known.

Bloodline Arcana : Add half your sorcerer level to the Spellcraft DC for others to identify spells you cast. If their checks fail by 5 or more, they mistakenly believe you are casting an entirely different spell (selected by you when you begin casting).

Bloodline Powers : You can call upon the nearly divine power of your rakshasa ancestors, giving you the power to convincingly deceive your enemies.

Appears In : Ultimate Magic

Silver Tongue (6/day) (Su)

Class Ability (Sorcerer)

At 1st level, you can draw upon your outsider heritage to spin amazingly convincing lies. Activating this ability is a swift action. You gain a +5 bonus on one Bluff check made to convince another of the truth of your words (similar to using *glibness*). If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (DC 10 + your sorcerer level) to succeed. Failure means the effect does not detect your lies or force you to speak only the truth. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Sneak Attack +1d6

Class Ability (Rogue)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character'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 character flanks her target. Should the character 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), a character 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.

The character 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 character cannot sneak attack while striking a creature with concealment.

Trapfinding +1

Class Ability (Rogue)

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.

Magnifying glass

Gear

This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires bright light, such as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Bag of holding I (105 @ 50.43 lbs) Wondrous Item

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount.

The Type I Bag of Holding can carry contents weighing up to 250 lbs and/or taking up a maximum volume of 30 cu. ft.

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Construction

Requirements: Craft Wondrous Item, *secret chest*; **Cost** 1,250 gp

Title - Pippa Locksley (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/05/20

XP Reward : 5000 XP; **Net Cash** : 10 pp, 164 gp, 9 sp

- no notes -

Title - Pippa Locksley (Capital Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/05/20

Net Capital :

- no notes -