

Pippa Locksley

Player: Abbie Lammel

Female halfling rogue 2/sorcerer 2 - CL4 - CR 3

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	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	[]	+2	[]	+2	[]

Fearless: +2 vs. fear

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

WILL (WISDOM)	+6	=	+3	+2	[]	+1	[]
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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 +4	=	+2	+3	-1	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense 13	=	10	+2	-1	+3	-1
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BAB Strength Dexterity Size

Hero Points [] [] []

HP 36

Base Attack +2

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

Initiative +3

Speed 20 ft

Damage / Current HP

Blowgun

Ranged: +6, 1

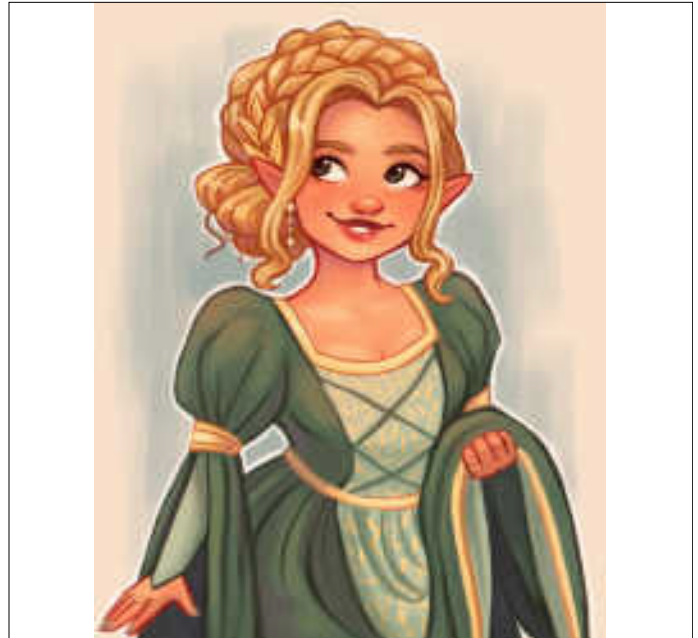
Crit: x2
Rng: 20'
Light, P

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	+9	CHA (3)	3	
Climb	+1	STR (-1)	-	
Craft (alchemy)	+6	INT (2)	1	
Diplomacy	+8	CHA (3)	2	
Disable Device	+8	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)	+7	INT (2)	2	
Knowledge (local)	+7	INT (2)	2	
Knowledge (nobility)	+4	INT (2)	2	
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	+8	DEX (3)	2	
Spellcraft	+6	INT (2)	1	
Stealth	+12	DEX (3)	2	
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: **-2**, Crit: x2
 Ammo, P

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

Masterwork cold iron dagger

Main hand: **+3, 1d3-1** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+7, 1d3-1** Light, P/S

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

Masterwork light crossbow

Ranged: **+5, 1d6** Crit: 19-20/x2
 Rng: 80'
 Ranged, both hands: **+7, 1d6** 2-hand, P

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	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	-
Cold Iron Bolts x50 <In: Bag of holding I (105 @	0.05 lbs
Cold weather outfit (Free) <In: Bag of holding I (105 @	-
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
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
Masterwork light crossbow	2 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	2.5 lbs
Noble's outfit <In: Bag of holding I (105 @ 50.43	2.5 lbs
Noble's outfit <In: Bag of holding I (105 @ 50.43	2.5 lbs
Pot <In: Bag of holding I (105 @ 50.43 lbs)>	4 lbs

Experience & Wealth

Experience Points: **9000/15,000**
 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 @	0.3 lbs
Tent, small <In: Bag of holding I (105 @ 50.43	5 lbs
Thieves' tools, masterwork <In: Bag of holding I	2 lbs
Torch x10 <In: Bag of holding I (105 @ 50.43 lbs)>	1 lb
Trail rations x5 <In: Bag of holding I (105 @	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	□□□□□ □□□□□
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Cold Iron Bolts	□□□□□ □□□□□
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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 2nd; concentration +5)
Melee Touch +2 Ranged Touch +6
1st (5/day)—*mage armor*, *magic missile*
0th (at will)—*disrupt undead*, *flare* (DC 14), *ghost
 sound* (DC 13), *light*, *prestidigitation*

Validation Report

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