

## Pippa Locksley

Player: Abbie Lammel

Female halfling rogue 2/sorcerer 3 - CL5 - CR 4

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

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5 =	+1	+2		+2		
	Fearless: +2 vs. fear						
<b>REFLEX</b> (DEXTERITY)	+8 =	+4	+3		+1		
	Fearless: +2 vs. fear						
<b>WILL</b> (WISDOM)	+6 =	+3	+2		+1		
	Fearless: +2 vs. fear						

### Energy Resistance, Cold (2)

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

<b>Touch AC</b> 14	<b>Flat-Footed AC</b> 13
	BAB Dexterity Size Misc

<b>CM Bonus</b> +4 =	+2	+3	-1	-
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See the Base Attack (below) for modifiers that may also apply to CMB

<b>CM Defense</b> 13 = 10	BAB	Strength	Dexterity	Size
	+2	-1	+3	-1

<b>Hero Points</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>HP</b> 38
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<b>Base Attack</b>	+2
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**Dedicated Defender:** +1 trait bonus while adjacent to a dying/disabled ally

<b>Initiative</b>	+3
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<b>Speed</b>	20 ft
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### Blowgun

Ranged: +6, 1

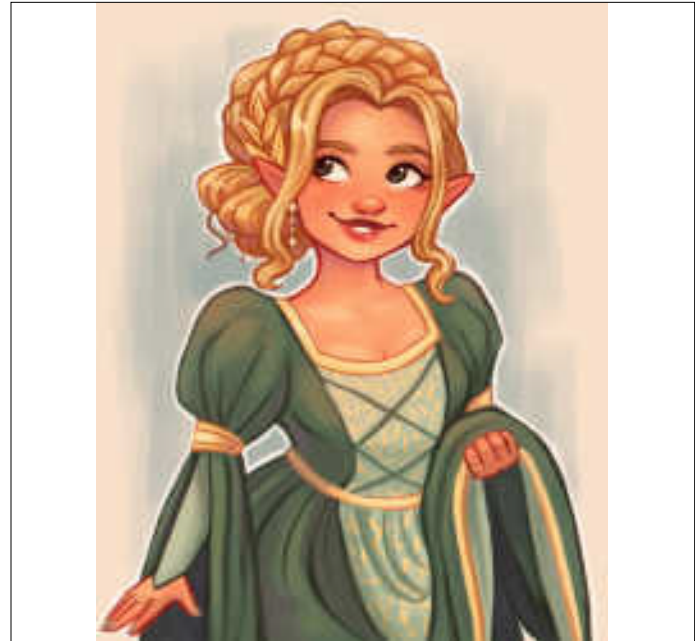
Crit: x2  
Rng: 20'  
Light, P

**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
<b>Acrobatics</b>	+9	DEX (3)	1	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	+2	INT (2)	-	
<b>Magnifying glass:</b> +2 circumstance bonus for small or highly detailed items when using a magnifying glass				
<b>Bluff</b>	+9	CHA (3)	3	
<b>Climb</b>	+1	STR (-1)	-	
<b>Craft (alchemy)</b>	+6	INT (2)	1	
<b>Diplomacy</b>	+9	CHA (3)	3	
<b>Disable Device</b>	+9	DEX (3)	2	
<b>Disguise</b>	+8	CHA (3)	2	
<b>Escape Artist</b>	+7	DEX (3)	1	
<b>Fly</b>	+5	DEX (3)	-	
<b>Handle Animal</b>	-	CHA (3)	-	
<b>Heal</b>	+2	WIS (2)	-	
<b>Intimidate</b>	+3	CHA (3)	-	
<b>Knowledge (arcana)</b>	+7	INT (2)	2	
<b>Knowledge (local)</b>	+7	INT (2)	2	
<b>Knowledge (nobility)</b>	+4	INT (2)	2	
<b>Linguistics</b>	+6	INT (2)	1	
<b>Perception</b>	+9	WIS (2)	2	
Trapfinding: +1 to locate traps				
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+8	WIS (2)	3	
<b>Sleight of Hand</b>	+8	DEX (3)	2	
<b>Spellcraft</b>	+6	INT (2)	1	
<b>Stealth</b>	+12	DEX (3)	2	
<b>Survival</b>	+2	WIS (2)	-	
<b>Swim</b>	-1	STR (-1)	-	
<b>Use Magic Device</b>	+8	CHA (3)	2	

## Feats

Agile Maneuvers  
 Armor Proficiency (Light)  
 Combat Casting  
 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

## Experience & Wealth

Experience Points: **15000/23,000**  
 Current Cash: **3 pp, 7 gp, 9 sp**

## Gear

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

Pot <In: Bag of holding I (105 @ 50.43 lbs)>	4 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  
 Mind Reader (1/day, DC 14) (Sp)  
 Rakshasa  
 Silver Tongue (6/day) (Su)  
 Sneak Attack +1d6  
 Trapfinding +1

## Tracked Resources

Blowgun darts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cold Iron Bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drow poison	<input type="checkbox"/>
Masterwork cold iron dagger	<input type="checkbox"/>
Mind Reader (1/day, DC 14) (Sp)	<input type="checkbox"/>
Silver Tongue (6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Sign Language
Gnome	Skald
Halfling	

## Validation Report

**Validation Report (1 issues):** Sorcerer: Hit Points may not be zero.

**Adjustments Active:** Racial Languages Unrestricted: **0**

## Spells & Powers

**Sorcerer spells known** (CL 3rd; concentration +6)

**Melee Touch +2 Ranged Touch +6**

**1st (6/day)**—*burning hands* (DC 15), *charm person* (DC 14), *mage armor*, *magic missile*

**0th (at will)**—*disrupt undead*, *flare* (DC 14), *ghost sound* (DC 13), *light*, *prestidigitation*