

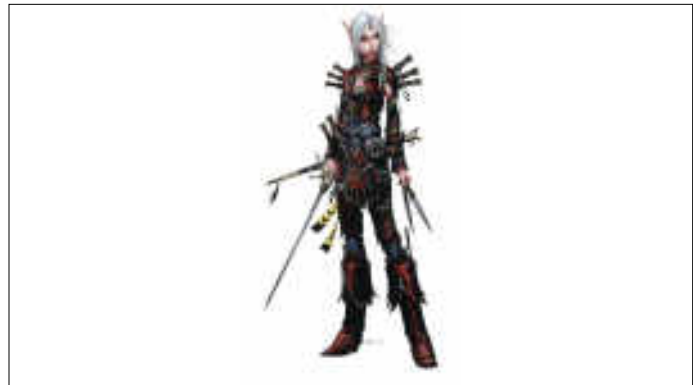
Merisel (1)



Female elf rogue 1 - CR 1/2

Chaotic Neutral Humanoid (Elf); Deity: **Calistria**; Age: **124**;
Height: **6' 1"**; Weight: **127lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1 =		+1				
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+5 =	+2	+3				
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+1 =		+1				
Elven Immunities: +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =	+2		+3				+1	+6
Touch AC 14	Flat-Footed AC 12							
	BAB	Strength	Size	Misc				
CM Bonus +1 =	-	+1	-	-				
	BAB	Strength	Dexterity	Size				
CM Defense 15 = 10	-	+1	+3	-				
Base Attack	+0			HP	10			
Initiative	+3			Damage / Current HP				
Speed	30 ft							

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (3)	1	
Appraise	+0	INT (0)	-	
Bluff	+4	CHA (0)	1	
Climb	+5	STR (1)	1	
Diplomacy	+0	CHA (0)	-	
Disable Device	+8	DEX (3)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+7	WIS (1)	1	
Trapfinding: +1 to locate traps				
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+7	DEX (3)	1	
Stealth	+7	DEX (3)	1	
Survival	+1	WIS (1)	-	
Swim	+5	STR (1)	1	

Dagger	
Main hand: +1, 1d4+1	Crit: 19-20/x2
Ranged: +3, 1d4+1	Rng: 10' Light, P/S
Rapier	
Main hand: +1, 1d6+1	Crit: 18-20/x2
Both hands: +1, 1d6+1	1-hand, P
Unarmed strike	
Main hand: +1, 1d3+1 nonlethal	Crit: x2 Light, B, Nonlethal

Feats
Armor Proficiency (Light)
Dodge
Elven Weapon Proficiencies
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All

Special Abilities
Elven Magic
Low-Light Vision
Sneak Attack +1d6
Trapfinding +1

Leather armor

+2

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

Experience & Wealth

Experience Points: 0/2000
Current Cash: 25 gp

Gear

Total Weight Carried: 40/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Acid	1 lb
Alchemist's fire x2	1 lb
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Dagger x12	1 lb
Grappling hook <In: Another PC>	4 lbs
Hooded lantern <In: Another PC>	2 lbs
Leather armor	15 lbs
Money	0.5 lbs
Oil x5 <In: Another PC>	1 lb
Rapier	2 lbs
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Thunderstone	1 lb
Trail rations x3	1 lb

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Dagger	<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"/>
Thunderstone	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for easy money, in the end it comes down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.

Sourcebooks Used

(none)

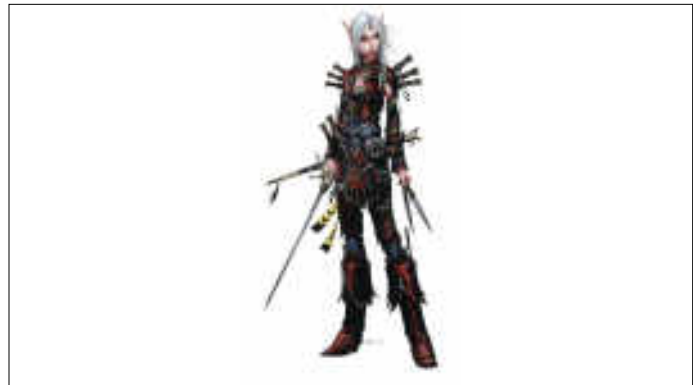
Merisel (10)



Female elf rogue 10 - CR 9

Chaotic Neutral Humanoid (Elf); Deity: **Calistria**; Age: **124**;
Height: **6' 1"**; Weight: **127lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12/14	+1/+2	
DEX DEXTERITY	19/21	+4/+5	
CON CONSTITUTION	12/14	+1/+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+3	+2	+1			

Elven Immunities: +2 vs. enchantments

REFLEX (DEXTERITY)	+13 =	+7	+5	+1			
------------------------------	--------------	-----------	-----------	-----------	--	--	--

Trap Sense: +3 bonus vs. traps, Elven Immunities: +2 vs. enchantments

WILL (WISDOM)	+5 =	+3	+1	+1			
-------------------------	-------------	-----------	-----------	-----------	--	--	--

Elven Immunities: +2 vs. enchantments

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23 =	+4		+5		+1	+2	+1	+13

Touch AC 18	Flat-Footed AC 17
---------------------------	---------------------------------

Trap Sense: +3 bonus vs. traps, **Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+9 =	+7	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
27 = 10	+7	+2	+5	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+7	HP	78
--------------------	-----------	-----------	-----------

Damage / Current HP

Initiative	+9
-------------------	-----------

Speed	30 ft
--------------	--------------

+2 keen rapier

Main hand: **+14/+9, 1d6+4** Crit: 15-20/x2
Both hands: **+14/+9, 1d6+4** 1-hand, P

Dagger

Main hand: **+12/+7, 1d4+2** Crit: 19-20/x2
Ranged: **+12/+7, 1d4+2** Rng: 10'
Light, P/S

Unarmed strike

Main hand: **+12/+7, 1d3+2** Crit: x2
nonlethal Light, B, Nonlethal

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+23	DEX (5)	10	
Ring of jumping: +5 competence bonus to make high or long jumps				
Appraise	+0	INT (0)	-	
Bluff	+13	CHA (0)	10	
Climb	+15	STR (2)	10	
Diplomacy	+0	CHA (0)	-	
Disable Device	+23	DEX (5)	10	
Disguise	+0	CHA (0)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+16	WIS (1)	10	
Trapfinding: +5 to locate traps				
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+18	DEX (5)	10	
Stealth	+23	DEX (5)	10	
Survival	+1	WIS (1)	-	
Swim	+15	STR (2)	10	

Feats

Armor Proficiency (Light)
Combat Reflexes (6 AoO/round)
Dodge
Elven Weapon Proficiencies
Improved Initiative
Mobility
Quick Draw
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Weapon Finesse

Special Abilities

Bleeding Attack +5 (Ex)
Elven Magic
Fast Stealth (Ex)
Improved Evasion (Ex)
Improved Uncanny Dodge (Lv >=14) (Ex)
Low-Light Vision

+2 shadow leather armor

+4

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

Experience & Wealth

Experience Points: **105000**/155000
Current Cash: **25 gp**

Gear

Total Weight Carried: 38/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+2 keen rapier	2 lbs
+2 shadow leather armor	15 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of physical perfection +2	1 lb
Boots of elvenkind	1 lb
Cloak of resistance +1	1 lb
Dagger x8	1 lb
Grappling hook <In: Another PC>	4 lbs
Hooded lantern <In: Another PC>	2 lbs
Money	0.5 lbs
Oil x5 <In: Another PC>	1 lb
Potion of cure moderate wounds x2	-
Potion of invisibility	-
Ring of jumping	-
Ring of protection +2	-
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Trail rations x3	1 lb

Special Abilities

Sneak Attack +5d6
Trap Sense +3 (Ex)
Trap Spotter (Ex)
Trapfinding +5

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Dagger	<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"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for easy money, in the end it comes down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.

Sourcebooks Used

(none)

Merisel (13)

Female elf rogue 13 - CR 12

Chaotic Neutral Humanoid (Elf); Deity: **Calistria**; Age: **124**;
Height: **6' 1"**; Weight: **127lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12/16	+1/+3	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
DEX DEXTERITY	20/24	+5/+7	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CON CONSTITUTION	12/16	+1/+3	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
INT INTELLIGENCE	10	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
WIS WISDOM	13	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CHA CHARISMA	10	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+4	+3	+3	+1	
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+19	=	+8	+7	+3	+1	
Trap Sense: +4 bonus vs. traps, Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+9	=	+4	+1	+3	+1	
Elven Immunities: +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep								
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc		
AC	29	=	+7		+5		+3	+3	+1	+19
Touch AC	19									
Flat-Footed AC	23									

Trap Sense: +4 bonus vs. traps, **Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc	
+12	=	+9	+3	-	-

CM Defense	BAB	Strength	Dexterity	Size		
33	=	10	+9	+3	+7	-

See the AC section (above) for situational modifiers that may also apply to CMD

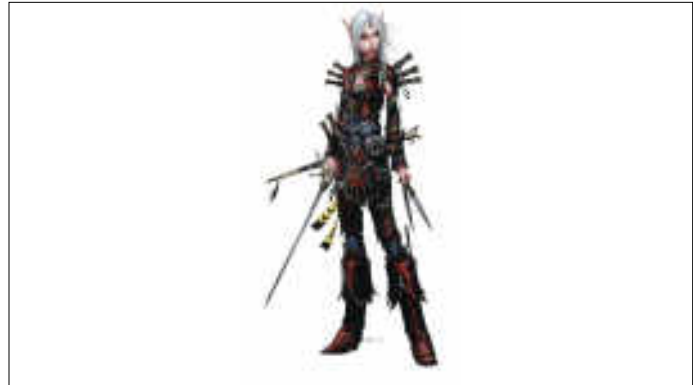
Base Attack	+9	HP	114
Initiative	+12	Damage / Current HP	
Speed	30 ft		

+3 keen rapier

Main hand: **+19/+14, 1d6+6**

Both hands: **+19/+14, 1d6+6**

Crit: 15-20/x2
1-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+29	DEX (7)	13	
Ring of jumping (improved) : +10 Competence bonus to make high or long jumps				
Appraise	+1	INT (0)	-	
Bluff	+17	CHA (0)	13	
Climb	+20	STR (3)	13	
Diplomacy	+1	CHA (0)	-	
Disable Device	+30	DEX (7)	13	
Disguise	+1	CHA (0)	-	
Escape Artist	+8	DEX (7)	-	
Fly	+8	DEX (7)	-	
Heal	+2	WIS (1)	-	
Intimidate	+1	CHA (0)	-	
Perception	+20	WIS (1)	13	
Trapfinding: +6 to locate traps				
Ride	+8	DEX (7)	-	
Sense Motive	+2	WIS (1)	-	
Sleight of Hand	+24	DEX (7)	13	
Stealth	+29	DEX (7)	13	
Survival	+2	WIS (1)	-	
Swim	+20	STR (3)	13	

Feats

Armor Proficiency (Light)
Combat Reflexes (8 AoO/round)
Dodge
Elven Weapon Proficiencies
Improved Initiative
Mobility
Quick Draw
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Spring Attack
Weapon Finesse

Special Abilities

Bleeding Attack +7 (Ex)
Elven Magic
Fast Stealth (Ex)
Improved Evasion (Ex)
Improved Uncanny Dodge (Lv >=17) (Ex)

Dagger

Main hand: **+16/+11, 1d4+3**

Crit: 19-20/x2

Ranged: **+16/+11, 1d4+3**

Rng: 10'
Light, P/S

Unarmed strike

Main hand: **+16/+11, 1d3+3**
nonlethal

Crit: x2
Light, B, Nonlethal

+4 shadow studded leather

+7

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Gear

Total Weight Carried: 60/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+3 keen rapier	2 lbs
+4 shadow studded leather	20 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Amulet of natural armor +3	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of physical perfection +4	1 lb
Boots of elvenkind	1 lb
Cloak of resistance +3	1 lb
Dagger x8	1 lb
Grappling hook	4 lbs
Hooded lantern	2 lbs
Money	2.08 lbs
Oil x5	1 lb
Potion of cure serious wounds	-
Potion of invisibility	-
Ring of jumping (improved)	-
Ring of protection +3	-
Silk rope	5 lbs
Stone of good luck (Luckstone)	-
Thieves' tools	1 lb
Trail rations x3	1 lb

Special Abilities

Low-Light Vision
Sneak Attack +7d6
Surprise Attacks (Ex)
Trap Sense +4 (Ex)
Trap Spotter (Ex)
Trapfinding +6

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Dagger	<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"/>
Potion of cure serious wounds	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Experience & Wealth

Experience Points: **315000/445000**

Current Cash: **104 gp**

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for easy money, in the end it comes down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.

Sourcebooks Used

(none)

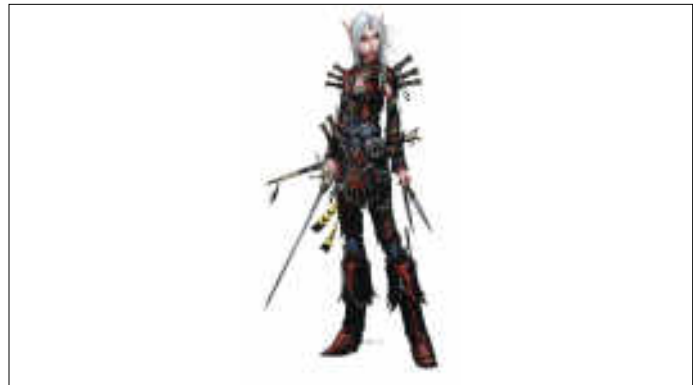
Merisel (15)



Female elf rogue 15 - CR 14

Chaotic Neutral Humanoid (Elf); Deity: **Calistria**; Age: **124**;
Height: **6' 1"**; Weight: **127lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
DEX DEXTERITY	20/26	+5/+8	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CON CONSTITUTION	12	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
INT INTELLIGENCE	10	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
WIS WISDOM	13	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CHA CHARISMA	10	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+5	+1	+5	+1		
Elven Immunities : +2 vs. enchantments							
REFLEX (DEXTERITY)	+23 =	+9	+8	+5	+1		
Trap Sense : +5 bonus vs. traps, Elven Immunities : +2 vs. enchantments							
WILL (WISDOM)	+12 =	+5	+1	+5	+1		
Elven Immunities : +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	27 =	+8	+3	+5	+1	+17		

Touch AC **14** **Flat-Footed AC** **23**

Trap Sense: +5 bonus vs. traps, **Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+12 =	+11	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
31 = 10	+11	+1	+8	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+11	HP	119
Initiative	+13	Damage / Current HP	
Speed	30 / 20 ft		

+4 keen rapier

Main hand: **+23/+18/+13, 1d6+5**
Both hands: **+23/+18/+13, 1d6+5**

Crit: 15-20/x2
1-hand, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+27	DEX (8)	18	
Ring of jumping (improved) : +10 Competence bonus to make high or long jumps, Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (0)	-	
Bluff	+19	CHA (0)	15	
Climb	+18	STR (1)	16	
Diplomacy	+1	CHA (0)	-	
Disable Device	+27	DEX (8)	11	
Disguise	+1	CHA (0)	-	
Escape Artist	+6	DEX (8)	-	
Fly	+6	DEX (8)	-	
Heal	+2	WIS (1)	-	
Intimidate	+1	CHA (0)	-	
Perception	+22	WIS (1)	15	
Trapfinding : +7 to locate traps				
Ride	+6	DEX (8)	-	
Sense Motive	+2	WIS (1)	-	
Sleight of Hand	+27	DEX (8)	18	
Stealth	+37	DEX (8)	18	
Survival	+2	WIS (1)	-	
Swim	+31	STR (1)	29	

Feats

- Armor Proficiency (Light)
- Combat Reflexes (9 AoO/round)
- Dodge
- Elven Weapon Proficiencies
- Improved Initiative
- Mobility
- Quick Draw
- Rogue Weapon Proficiencies
- Simple Weapon Proficiency - All
- Spring Attack
- Weapon Finesse
- Wind Stance

Special Abilities

- Bleeding Attack +8 (Ex)
- Elven Magic
- Fast Stealth (Ex)
- Improved Evasion (Ex)

Masterwork dagger

Main hand: **+20/+15/+10, 1d4+1**

Crit: 19-20/x2

Ranged: **+20/+15/+10, 1d4+1**

Rng: 10'
Light, P/S

Unarmed strike

Main hand: **+19/+14/+9, 1d3+1**
nonlethal

Crit: x2
Light, B, Nonlethal

+5 shadow, improved studded leather

+8

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Gear

Total Weight Carried: 68/130 lbs, Medium Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+4 keen rapier	2 lbs
+5 shadow, improved studded leather	20 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Amulet of natural armor +5	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bag of holding I (empty)	15 lbs
Belt of incredible dexterity +6	1 lb
Cloak of resistance +5	1 lb
Goggles of night	-
Grappling hook	4 lbs
Hooded lantern	2 lbs
Masterwork dagger	1 lb
Money	2.08 lbs
Oil x5	1 lb
Potion of cure serious wounds	-
Potion of invisibility	-
Ring of jumping (improved)	-
Ring of protection +4	-
Silk rope	5 lbs
Stone of good luck (Luckstone)	-
Thieves' tools	1 lb
Trail rations x3	1 lb
Winged boots (3/day)	1 lb

Special Abilities

Improved Uncanny Dodge (Lv >=19) (Ex)
Low-Light Vision
Opportunist (1/round) (Ex)
Sneak Attack +8d6
Surprise Attacks (Ex)
Trap Sense +5 (Ex)
Trap Spotter (Ex)
Trapfinding +7

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>
Masterwork dagger	<input type="checkbox"/>
Opportunist (1/round) (Ex)	<input type="checkbox"/>

Experience & Wealth

Experience Points: **635000/890000**

Current Cash: **104 gp**

Tracked Resources

Potion of cure serious wounds	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/>
Winged boots (3/day)	<input type="checkbox"/>

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for easy money, in the end it comes down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.

Sourcebooks Used

(none)

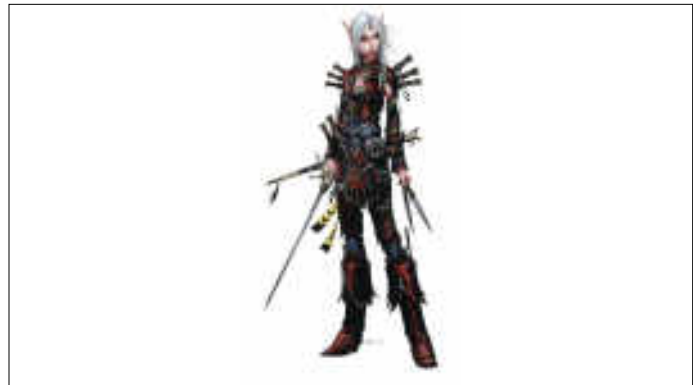
Merisel (4)



Female elf rogue 4 - CR 3

Chaotic Neutral Humanoid (Elf); Deity: **Calistria**; Age: **124**;
Height: **6' 1"**; Weight: **127lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+1	+1	+1			
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+9 =	+4	+4	+1			
Trap Sense: +1 bonus vs. traps, Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+3 =	+1	+1	+1			
Elven Immunities: +2 vs. enchantments							

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (4)	4	
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (0)	4	
Climb	+8	STR (1)	4	
Diplomacy	+0	CHA (0)	-	
Disable Device	+13	DEX (4)	4	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+10	WIS (1)	4	
Trapfinding: +2 to locate traps				
Ride	+4	DEX (4)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+11	DEX (4)	4	
Stealth	+11	DEX (4)	4	
Survival	+1	WIS (1)	-	
Swim	+8	STR (1)	4	

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+3		+4				+1	+8
Touch AC 15	Flat-Footed AC 13		Trap Sense: +1 bonus vs. traps					

CM Bonus	BAB	Strength	Size	Misc
+4 =	+3	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
19 = 10	+3	+1	+4	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+3	HP	29
Initiative	+4	Damage / Current HP	
Speed	30 ft		

+1 rapier

Main hand: **+8, 1d6+2** Crit: 18-20/x2
Both hands: **+8, 1d6+2** 1-hand, P

Dagger

Main hand: **+7, 1d4+1** Crit: 19-20/x2
Ranged: **+7, 1d4+1** Rng: 10'
Light, P/S

Unarmed strike

Main hand: **+7, 1d3+1 nonlethal** Crit: x2
Light, B, Nonlethal

Feats

Armor Proficiency (Light)
Dodge
Elven Weapon Proficiencies
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Weapon Finesse

Special Abilities

Bleeding Attack +2 (Ex)
Elven Magic
Evasion (Ex)
Low-Light Vision
Sneak Attack +2d6
Trap Sense +1 (Ex)
Trap Spotter (Ex)
Trapfinding +2
Uncanny Dodge (Ex)

+1 leather armor**+3**Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light**Experience & Wealth**Experience Points: **9000**/15000
Current Cash: **25 gp****Gear****Total Weight Carried: 40/130 lbs, Light Load**
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+1 leather armor	15 lbs
+1 rapier	2 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Cloak of resistance +1	1 lb
Dagger x12	1 lb
Grappling hook <In: Another PC>	4 lbs
Hooded lantern <In: Another PC>	2 lbs
Money	0.5 lbs
Oil x5 <In: Another PC>	1 lb
Potion of cat's grace x2	-
Potion of cure moderate wounds	-
Potion of invisibility	-
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Trail rations x3	1 lb

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Dagger	<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"/>
Potion of cat's grace	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for easy money, in the end it comes down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.

Sourcebooks Used

(none)

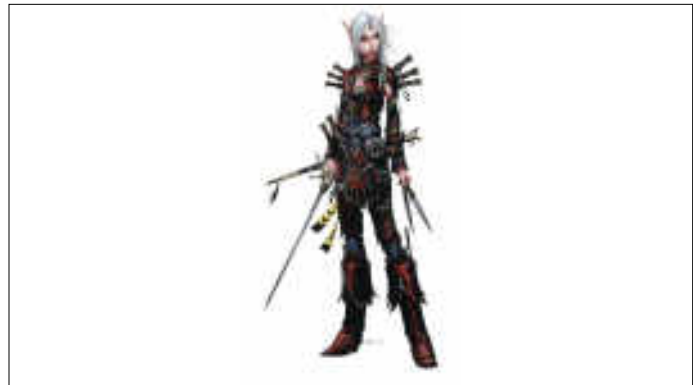
Merisel (7)



Female elf rogue 7 - CR 6

Chaotic Neutral Humanoid (Elf); Deity: **Calistria**; Age: **124**;
Height: **6' 1"**; Weight: **127lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18/20	+4/+5	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	



Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)	+4 =	<input type="text" value="+2"/>	<input type="text" value="+1"/>	<input type="text" value="+1"/>	<input type="text" value=""/>	<input type="text" value=""/>	
------------------------------------	-------------	---------------------------------	---------------------------------	---------------------------------	-------------------------------	-------------------------------	--

Elven Immunities: +2 vs. enchantments

REFLEX (DEXTERITY)	+11 =	<input type="text" value="+5"/>	<input type="text" value="+5"/>	<input type="text" value="+1"/>	<input type="text" value=""/>	<input type="text" value=""/>	
------------------------------	--------------	---------------------------------	---------------------------------	---------------------------------	-------------------------------	-------------------------------	--

Trap Sense: +2 bonus vs. traps, Elven Immunities: +2 vs. enchantments

WILL (WISDOM)	+4 =	<input type="text" value="+2"/>	<input type="text" value="+1"/>	<input type="text" value="+1"/>	<input type="text" value=""/>	<input type="text" value=""/>	
-------------------------	-------------	---------------------------------	---------------------------------	---------------------------------	-------------------------------	-------------------------------	--

Elven Immunities: +2 vs. enchantments

Elven Immunities **Elven Immunities - Sleep**

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21 =	<input type="text" value="+4"/>	<input type="text" value=""/>	<input type="text" value="+5"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value="+11"/>

Touch AC **Flat-Footed AC**

Trap Sense: +2 bonus vs. traps, **Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+6 =	<input type="text" value="+5"/>	<input type="text" value="+1"/>	<input type="text" value="-"/>	<input type="text" value="-"/>

CM Defense	BAB	Strength	Dexterity	Size
22 = 10	<input type="text" value="+5"/>	<input type="text" value="+1"/>	<input type="text" value="+5"/>	<input type="text" value="-"/>

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	<input type="text" value="+5"/>	HP	<input type="text" value="49"/>
--------------------	---------------------------------	-----------	---------------------------------

Initiative	<input type="text" value="+9"/>	Damage / Current HP
-------------------	---------------------------------	---------------------

Speed	<input type="text" value="30 ft"/>
--------------	------------------------------------

+1 keen rapier

Main hand: **+11, 1d6+2** Crit: 15-20/x2
Both hands: **+11, 1d6+2** 1-hand, P

Dagger

Main hand: **+10, 1d4+1** Crit: 19-20/x2
Ranged: **+10, 1d4+1** Rng: 10'
Light, P/S

Unarmed strike

Main hand: **+10, 1d3+1** Crit: x2
nonlethal Light, B, Nonlethal

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (5)	7	
Ring of jumping: +5 competence bonus to make high or long jumps				
Appraise	+0	INT (0)	-	
Bluff	+10	CHA (0)	7	
Climb	+11	STR (1)	7	
Diplomacy	+0	CHA (0)	-	
Disable Device	+18	DEX (5)	7	
Disguise	+0	CHA (0)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+13	WIS (1)	7	
Trapfinding: +3 to locate traps				
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+15	DEX (5)	7	
Stealth	+15	DEX (5)	7	
Survival	+1	WIS (1)	-	
Swim	+11	STR (1)	7	

Feats

- Armor Proficiency (Light)
- Dodge
- Elven Weapon Proficiencies
- Improved Initiative
- Mobility
- Rogue Weapon Proficiencies
- Simple Weapon Proficiency - All
- Weapon Finesse

Special Abilities

- Bleeding Attack +4 (Ex)
- Elven Magic
- Evasion (Ex)
- Fast Stealth (Ex)
- Low-Light Vision
- Sneak Attack +4d6
- Trap Sense +2 (Ex)
- Trap Spotter (Ex)

+2 leather armor

+4

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

Experience & Wealth

Experience Points: **35000/51000**
Current Cash: **25 gp**

Gear

Total Weight Carried: 41/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+1 keen rapier	2 lbs
+2 leather armor	15 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of incredible dexterity +2	1 lb
Cloak of resistance +1	1 lb
Dagger x12	1 lb
Grappling hook <In: Another PC>	4 lbs
Hooded lantern <In: Another PC>	2 lbs
Money	0.5 lbs
Oil x5 <In: Another PC>	1 lb
Potion of cat's grace x2	-
Potion of cure moderate wounds x2	-
Potion of invisibility	-
Ring of jumping	-
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Trail rations x3	1 lb

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for easy money, in the end it comes down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.

Sourcebooks Used

(none)

Special Abilities

Trapfinding +3
Uncanny Dodge (Ex)

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Dagger	<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"/>
Potion of cat's grace	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Sajan (1)



Male human monk 1 - CR 1/2

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **22**;
Height: **5' 10"**; Weight: **180lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+3	=	+2	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=		+2				+1	+4

Touch AC **14** **Flat-Footed AC** **11**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+2	=	-	+2	-

CM Defense	BAB	Strength	Dexterity	Size
16	=	10	-	+2

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+0	HP	11
--------------------	-----------	-----------	-----------

Damage / Current HP

Initiative	+2
-------------------	-----------

Speed	30 ft
--------------	--------------

Temple sword

Main hand: **+2, 1d8+2** Crit: 19-20/x2
Both hands: **+2, 1d8+3** 1-hand, S, Monk,
Flurry: **+1/+1, 1d8+2**

Unarmed strike

Main hand: **+2, 1d6+2** Crit: x2
Flurry: **+1/+1, 1d6+2** Light, B

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (2)	1	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+6	STR (2)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+5	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+5	WIS (1)	1	
Stealth	+6	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	

Feats

Combat Reflexes (3 AoO/round)
Dodge
Improved Unarmed Strike
Mobility
Monk Weapon Proficiencies
Stunning Fist (1/day, DC 11)

Special Abilities

Flurry of Blows -1/-1 (Ex)
Stunning Fist (Stun) (Ex)
Unarmed Strike (1d6)

Gear

Total Weight Carried: 7/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Artisan's outfit (Free)	-
Belt pouch (empty)	0.5 lbs
Holy symbol, wooden (Irori)	-
Money	3 lbs
Temple sword	3 lbs

Tracked Resources

Stunning Fist (1/day, DC 11)

Languages

Common

Background

Sajan Gadadvara and his twin sister Sajni were separated when the lord they served was shamed and forced to cede half his army to the victor—among them Sajan's sister. Sajni was taken away from Vudra by her new master, and Sajan abandoned his own responsibilities to follow. He spent years trying in vain to find her, but has not yet given up. Sajan knows he cannot return to Vudra, for the padapranja there would execute him as a deserter. He cares not for his home country, however, and continues to seek out any clue that might point him toward his sister.

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment** - Temple sword (weapon)

Experience & Wealth

Experience Points: **0/2000**
Current Cash: **150 gp**

Sajan (10)

Male human monk 10 - CR 9

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **22**;
Height: **5' 10"**; Weight: **180lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+7	+2	+2			
	Still Mind: +2 vs. enchantments						
REFLEX (DEXTERITY)	+12 =	+7	+3	+2			
	Still Mind: +2 vs. enchantments						
WILL (WISDOM)	+10 =	+7	+1	+2			
	Still Mind: +2 vs. enchantments						

Immunity to Disease

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25 =	+4		+3			+2	+1	+16

Touch AC **21** **Flat-Footed AC** **21**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc
CM Bonus	+13 =	+7	+3	-	-
+15 Grappling					

		BAB	Strength	Dexterity	Size
CM Defense	31 = 10	+7	+3	+3	-
33 vs. Grapple					

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+7	HP	78
Initiative	+3	Damage / Current HP	
Speed	30 / 60 ft		

+2 temple sword

Main hand: **+12/+7, 1d8+5** Crit: 19-20/x2
Both hands: **+12/+7, 1d8+6** 1-hand, S, Monk,
Flurry: **+13/+13/+8/+8, 1d8+5**

Unarmed strike

Main hand: **+10/+5, 2d6+3 plus 1d6** Crit: x2
electricity Light, B
Flurry: **+11/+11/+6/+6, 2d6+3 plus 1d6**
electricity



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+16	DEX (3)	10	
Speed greater/less than 30 ft. : +22 to jump				
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+16	STR (3)	10	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+14	WIS (1)	10	
Ride	+3	DEX (3)	-	
Sense Motive	+14	WIS (1)	10	
Stealth	+16	DEX (3)	10	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	

Feats

Combat Reflexes (4 AoO/round)
Deflect Arrows (1/round)
Dodge
Exotic Weapon Proficiency (Temple sword)
Gorjon's Fist (DC 16)
Improved Grapple
Improved Unarmed Strike
Mobility
Monk Weapon Proficiencies
Scorpion Style (DC 16)
Snatch Arrows
Spring Attack
Stunning Fist (11/day, DC 16)

Special Abilities

Fast Movement (+30 ft.)
Flurry of Blows +8/+8/+3/+3 (Ex)
High Jump (+10/+30 with Ki point) (Ex)
Improved Evasion (Ex)
Ki Defense +4 (Su)
Ki Flurry (Su)
Ki Pool (6/day) (Su)

Gear

Total Weight Carried: 12/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+2 temple sword	3 lbs
Artisan's outfit (Free)	-
Belt pouch (empty)	0.5 lbs
Bracers of armor +4	1 lb
Cloak of resistance +2	1 lb
Holy symbol, wooden (Irori)	-
loun stone (dusty rose prism)	-
Money	5 lbs
Monk's robe	1 lb
Potion of bear's endurance	-
Potion of cure moderate wounds x2	-
Potion of fly x2	-
Ring of protection +2	-
Shock amulet of mighty fists	-

Experience & Wealth

Experience Points: **105000/155000**
Current Cash: **250 gp**

Special Abilities

Ki Speed (Su)
Ki Strike, Cold Iron/Silver (Su)
Ki Strike, Lawful (Su)
Ki Strike, Magic (Su)
Maneuver Training (Ex)
Slow Fall 50 ft. (Ex)
Stunning Fist (Stun, Fatigue, Sicken) (Ex)
Unarmed Strike (2d6)
Wholeness of Body (10 hit points) (Su)

Tracked Resources

Deflect Arrows (1/round)	<input type="checkbox"/>
Ki Pool (6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of bear's endurance	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of fly	<input type="checkbox"/> <input type="checkbox"/>
Stunning Fist (11/day, DC 16)	<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"/>

Languages

Common

Background

Sajan Gadadvara and his twin sister Sajni were separated when the lord they served was shamed and forced to cede half his army to the victor—among them Sajan's sister. Sajni was taken away from Vudra by her new master, and Sajan abandoned his own responsibilities to follow. He spent years trying in vain to find her, but has not yet given up. Sajan knows he cannot return to Vudra, for the padapranja there would execute him as a deserter. He cares not for his home country, however, and continues to seek out any clue that might point him toward his sister.

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment** - Temple sword (weapon)

Sajan (13)

Male human monk 13 - CR 12

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **22**;
Height: **5' 10"**; Weight: **180lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14 =	+8	+2	+4			
	Still Mind: +2 vs. enchantments						
REFLEX (DEXTERITY)	+15 =	+8	+3	+4			
	Still Mind: +2 vs. enchantments						
WILL (WISDOM)	+13 =	+8	+1	+4			
	Still Mind: +2 vs. enchantments						

Immunity to Disease	Spell Resistance (23)
Immunity to Poison	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	27 =	+5		+3			+3	+1	+17

Touch AC **22** **Flat-Footed AC** **23**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

	BAB	Strength	Size	Misc
CM Bonus	+16 =	+9	+3	-

+20 Grappling

	BAB	Strength	Dexterity	Size
CM Defense	34 = 10	+9	+3	+3

36 vs. Grapple

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+9	HP	101
--------------------	-----------	-----------	------------

Initiative	+3	Damage / Current HP	
-------------------	-----------	---------------------	--

Speed	30 / 70 ft
--------------	-------------------

+4 temple sword

Main hand: **+16/+11, 1d8+7**

Both hands: **+16/+11, 1d8+8**

Flurry: **+18/+18/+13/+13/+8, 1d8+7**

Crit: 19-20/x2
1-hand, S, Monk,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+19	DEX (3)	13	
Speed greater/less than 30 ft. : +29 to jump				
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+19	STR (3)	13	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+17	WIS (1)	13	
Ride	+3	DEX (3)	-	
Sense Motive	+17	WIS (1)	13	
Stealth	+19	DEX (3)	13	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	

Feats

Combat Reflexes (4 AoO/round)
Deflect Arrows (1/round)
Dodge
Exotic Weapon Proficiency (Temple sword)
Gorron's Fist (DC 17)
Greater Grapple
Improved Grapple
Improved Unarmed Strike
Mobility
Monk Weapon Proficiencies
Scorpion Style (DC 17)
Snatch Arrows
Spring Attack
Stunning Fist (14/day, DC 17)
Wind Stance

Special Abilities

Abundant Step (Su)
Fast Movement (+40 ft.)
Flurry of Blows +11/+11/+6/+6/+1 (Ex)
High Jump (+13/+33 with Ki point) (Ex)
Improved Evasion (Ex)

Unarmed strike

Main hand: **+13/+8, 2d8+4 plus 1d6 electricity**

Crit: x2
Light, B

Flurry: **+15/+15/+10/+10/+5, 2d8+4 plus 1d6 electricity**

Experience & Wealth

Experience Points: **315000/445000**
Current Cash: **432 gp**

Gear

Total Weight Carried: 15/260 lbs, Light Load (Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

+1 shock amulet of mighty fists	-
+4 temple sword	3 lbs
Artisan's outfit (Free)	-
Belt pouch (empty)	0.5 lbs
Bracers of armor +5	1 lb
Cloak of resistance +4	1 lb
Holy symbol, wooden (Irori)	-
Iron stone (pearly white spindle)	-
Money	8.64 lbs
Monk's robe	1 lb
Potion of fly	-
Ring of protection +3	-

Special Abilities

Ki Defense +4 (Su)
 Ki Flurry (Su)
 Ki Pool (7/day) (Su)
 Ki Speed (Su)
 Ki Strike, Cold Iron/Silver (Su)
 Ki Strike, Lawful (Su)
 Ki Strike, Magic (Su)
 Maneuver Training (Ex)
 Slow Fall 60 ft. (Ex)
 Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)
 Unarmed Strike (2d8)
 Wholeness of Body (13 hit points) (Su)

Tracked Resources

Deflect Arrows (1/round)	<input type="checkbox"/>
Ki Pool (7/day) (Su)	<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"/>
Potion of fly	<input type="checkbox"/>
Stunning Fist (14/day, DC 17)	<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"/>

Languages

Common

Background

Sajan Gadadvara and his twin sister Sajni were separated when the lord they served was shamed and forced to cede half his army to the victor—among them Sajan's sister. Sajni was taken away from Vudra by her new master, and Sajan abandoned his own responsibilities to follow. He spent years trying in vain to find her, but has not yet given up. Sajan knows he cannot return to Vudra, for the padapranja there would execute him as a deserter. He cares not for his home country, however, and continues to seek out any clue that might point him toward his sister.

Sajan (15)

Male human monk 15 - CR 14

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **22**;
Height: **5' 10"**; Weight: **180lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+15 =	+9	+2	+4			
	Still Mind: +2 vs. enchantments						
REFLEX (DEXTERITY)	+16 =	+9	+3	+4			
	Still Mind: +2 vs. enchantments						
WILL (WISDOM)	+14 =	+9	+1	+4			
	Still Mind: +2 vs. enchantments						

Immunity to Disease	Spell Resistance (25)
Immunity to Poison	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	30 =	+7		+3			+3	+1	+20

Touch AC	23	Flat-Footed AC	26
-----------------	-----------	-----------------------	-----------

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

	BAB	Strength	Size	Misc
CM Bonus	+18 =	+11	+3	-

+22 Grappling

	BAB	Strength	Dexterity	Size
CM Defense	37 =	10	+11	+3

39 vs. Grapple

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+11	HP	116
--------------------	------------	-----------	------------

Initiative	+3	Damage / Current HP	
-------------------	-----------	---------------------	--

Speed	30 / 80 ft
--------------	-------------------

+4 temple sword

Main hand: **+18/+13/+8, 1d8+7**

Both hands: **+18/+13/+8, 1d8+8**

Flurry:

+20/+20/+15/+15/+10/+10,
1d8+7

Crit: 19-20/x2
1-hand, S, Monk,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+21	DEX (3)	15	
Speed greater/less than 30 ft. : +35 to jump				
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+21	STR (3)	15	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+19	WIS (1)	15	
Ride	+3	DEX (3)	-	
Sense Motive	+19	WIS (1)	15	
Stealth	+21	DEX (3)	15	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	

Feats

Combat Reflexes (4 AoO/round)
Deflect Arrows (1/round)
Dodge
Exotic Weapon Proficiency (Temple sword)
Gorjon's Fist (DC 18)
Greater Grapple
Improved Grapple
Improved Unarmed Strike
Lightning Stance
Medusa's Wrath
Mobility
Monk Weapon Proficiencies
Scorpion Style (DC 18)
Snatch Arrows
Spring Attack
Stunning Fist (16/day, DC 18)
Wind Stance

Special Abilities

Abundant Step (Su)
Fast Movement (+50 ft.)
Flurry of Blows +13/+13/+8/+8/+3/+3 (Ex)

Unarmed strike

Main hand: **+16/+11/+6, 2d10+5 plus 1d6 electricity**
 Flurry: **+18/+18/+13/+13/+8/+8, 2d10+5 plus 1d6 electricity**

Crit: x2+1d10 electricity

Gear

Total Weight Carried: 26/260 lbs, Light Load (Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

+2 shocking burst amulet of mighty fists	-
+4 temple sword	3 lbs
Artisan's outfit (Free)	-
Belt pouch (empty)	0.5 lbs
Bracers of armor +7	1 lb
Cloak of resistance +4	1 lb
Holy symbol, wooden (Irori)	-
Iron stone (pearly white spindle)	-
Money	18.64 lbs
Monk's robe	1 lb
Potion of cure serious wounds x2	-
Potion of fly	-
Ring of protection +3	-
Scabbard of keen edges	1 lb

Special Abilities

High Jump (+15/+35 with Ki point) (Ex)
 Improved Evasion (Ex)
 Ki Defense +4 (Su)
 Ki Flurry (Su)
 Ki Pool (8/day) (Su)
 Ki Speed (Su)
 Ki Strike, Cold Iron/Silver (Su)
 Ki Strike, Lawful (Su)
 Ki Strike, Magic (Su)
 Maneuver Training (Ex)
 Quivering Palm (1/day, DC 18) (Su)
 Slow Fall 70 ft. (Ex)
 Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)
 Unarmed Strike (2d10)
 Wholeness of Body (15 hit points) (Su)

Tracked Resources

Deflect Arrows (1/round)	<input type="checkbox"/>
Keen Edge (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ki Pool (8/day) (Su)	<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"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of fly	<input type="checkbox"/>
Quivering Palm (1/day, DC 18) (Su)	<input type="checkbox"/>
Stunning Fist (16/day, DC 18)	<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"/>

Languages

Common

Experience & Wealth

Experience Points: **635000/890000**
 Current Cash: **932 gp**

Background

Sajan Gadadvara and his twin sister Sajni were separated when the lord they served was shamed and forced to cede half his army to the victor—among them Sajni's sister. Sajni was taken away from Vudra by her new master, and Sajan abandoned his own responsibilities to follow. He spent years trying in vain to find her, but has not yet given up. Sajan knows he cannot return to Vudra, for the padapranja there would execute him as a deserter. He cares not for his home country, however, and continues to seek out any clue that might point him toward his sister.

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment**
 - Temple sword (weapon)

Sajan (4)

Male human monk 4 - CR 3

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **22**;
Height: **5' 10"**; Weight: **180lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+4	+2			
			Still Mind: +2 vs. enchantments				
REFLEX (DEXTERITY)	+7	=	+4	+3			
			Still Mind: +2 vs. enchantments				
WILL (WISDOM)	+5	=	+4	+1			
			Still Mind: +2 vs. enchantments				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 18	=	+1		+3			+1	+1	+8

Touch AC **17** **Flat-Footed AC** **14**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc	
+6	=	+3	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size		
22	=	10	+3	+2	+3	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+3	HP	33
--------------------	-----------	-----------	-----------

Initiative	Damage / Current HP
+3	

Speed	30 / 40 ft
--------------	-------------------

+1 temple sword

Main hand: **+6, 1d8+3** Crit: 19-20/x2
Both hands: **+6, 1d8+4** 1-hand, S, Monk,
Flurry: **+5/+5, 1d8+3**

Unarmed strike

Main hand: **+5, 1d8+2** Crit: x2
Flurry: **+4/+4, 1d8+2** Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (3)	4	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+9	STR (2)	4	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+8	WIS (1)	4	
Ride	+3	DEX (3)	-	
Sense Motive	+8	WIS (1)	4	
Stealth	+10	DEX (3)	4	
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	

Feats

Combat Reflexes (4 AoO/round)
Deflect Arrows (1/round)
Dodge
Improved Unarmed Strike
Mobility
Monk Weapon Proficiencies
Spring Attack
Stunning Fist (4/day, DC 13)

Special Abilities

Evasion (Ex)
Fast Movement (+10 ft.)
Flurry of Blows +2/+2 (Ex)
Ki Defense +4 (Su)
Ki Flurry (Su)
Ki Pool (3/day) (Su)
Ki Speed (Su)
Ki Strike, Magic (Su)
Maneuver Training (Ex)
Slow Fall 20 ft. (Ex)
Stunning Fist (Stun, Fatigue) (Ex)
Unarmed Strike (1d8)

Gear

Total Weight Carried: 12/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

+1 temple sword	3 lbs
Artisan's outfit (Free)	-
Belt pouch (empty)	0.5 lbs
Bracers of armor +1	1 lb
Holy symbol, wooden (Irori)	-
Money	7.7 lbs
Potion of cure moderate wounds	-
Ring of protection +1	-

Tracked Resources

Deflect Arrows (1/round)	<input type="checkbox"/>
Ki Pool (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Stunning Fist (4/day, DC 13)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Background

Sajan Gadadvara and his twin sister Sajni were separated when the lord they served was shamed and forced to cede half his army to the victor—among them Sajan's sister. Sajni was taken away from Vudra by her new master, and Sajan abandoned his own responsibilities to follow. He spent years trying in vain to find her, but has not yet given up. Sajan knows he cannot return to Vudra, for the padapranja there would execute him as a deserter. He cares not for his home country, however, and continues to seek out any clue that might point him toward his sister.

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment** - Temple sword (weapon)

Experience & Wealth

Experience Points: **9000/15000**
Current Cash: **385 gp**

Sajan (7)

Male human monk 7 - CR 6

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **22**;
Height: **5' 10"**; Weight: **180lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+5	+2	+2		
Still Mind: +2 vs. enchantments							
REFLEX (DEXTERITY)	+10	=	+5	+3	+2		
Still Mind: +2 vs. enchantments							
WILL (WISDOM)	+8	=	+5	+1	+2		
Still Mind: +2 vs. enchantments							

Immunity to Disease

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	20	=	+3		+3			+1	+1	+10

Touch AC **17** **Flat-Footed AC** **16**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc	
CM Bonus	+9	=	+5	+2	-	-

+11 Grappling

		BAB	Strength	Dexterity	Size		
CM Defense	24	=	10	+5	+2	+3	-

26 vs. Grapple

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+5	HP	56
Initiative	+3	Damage / Current HP	
Speed	30 / 50 ft		

+2 temple sword

Main hand: **+9, 1d8+4**

Both hands: **+9, 1d8+5**

Flurry: **+9/+9/+4, 1d8+4**

Unarmed strike

Main hand: **+7, 1d8+2**

Flurry: **+7/+7/+2, 1d8+2**

Crit: 19-20/x2
1-hand, S, Monk,

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+13	DEX (3)	7	
Speed greater/less than 30 ft. : +15 to jump				
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+12	STR (2)	7	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+11	WIS (1)	7	
Ride	+3	DEX (3)	-	
Sense Motive	+11	WIS (1)	7	
Stealth	+13	DEX (3)	7	
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	

Feats

Combat Reflexes (4 AoO/round)
Deflect Arrows (1/round)
Dodge
Improved Grapple
Improved Unarmed Strike
Mobility
Monk Weapon Proficiencies
Scorpion Style (DC 14)
Snatch Arrows
Spring Attack
Stunning Fist (7/day, DC 14)

Special Abilities

Evasion (Ex)
Fast Movement (+20 ft.)
Flurry of Blows +5/+5/+0 (Ex)
High Jump (+7/+27 with Ki point) (Ex)
Ki Defense +4 (Su)
Ki Flurry (Su)
Ki Pool (4/day) (Su)
Ki Speed (Su)
Ki Strike, Cold Iron/Silver (Su)

Gear

Total Weight Carried: 9/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

+2 temple sword	3 lbs
Artisan's outfit (Free)	-
Belt pouch (empty)	0.5 lbs
Bracers of armor +3	1 lb
Cloak of resistance +2	1 lb
Holy symbol, wooden (Irori)	-
Money	3.7 lbs
Potion of cure moderate wounds	-
Ring of protection +1	-

Experience & Wealth

Experience Points: **35000/51000**
Current Cash: **185 gp**

Special Abilities

Ki Strike, Magic (Su)
Maneuver Training (Ex)
Slow Fall 30 ft. (Ex)
Stunning Fist (Stun, Fatigue) (Ex)
Unarmed Strike (1d8)
Wholeness of Body (7 hit points) (Su)

Tracked Resources

Deflect Arrows (1/round)	<input type="checkbox"/>
Ki Pool (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Stunning Fist (7/day, DC 14)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Background

Sajan Gadadvara and his twin sister Sajni were separated when the lord they served was shamed and forced to cede half his army to the victor—among them Sajan's sister. Sajni was taken away from Vudra by her new master, and Sajan abandoned his own responsibilities to follow. He spent years trying in vain to find her, but has not yet given up. Sajan knows he cannot return to Vudra, for the padapranja there would execute him as a deserter. He cares not for his home country, however, and continues to seek out any clue that might point him toward his sister.

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment** - Temple sword (weapon)