

# Avernus

Character Name

Rogue 4

CLASS

4 (4)

6000 / 10000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME ABILITY SCORE EQUIPPED SCORE MODIFIER ABILITY DAMAGE PENALTY

<b>STR</b> Strength	15		+2		
<b>DEX</b> Dexterity	20		+5		
<b>CON</b> Constitution	16		+3		
<b>INT</b> Intelligence	18		+4		
<b>WIS</b> Wisdom	16		+3		
<b>CHA</b> Charisma	14		+2		

SAVING THROWS TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

<b>FORTITUDE</b> (constitution)	+6	=	+1	+	+3	+	+2	+	+0	+	+0	+	
<b>REFLEX</b> (dexterity)	+11	=	+4	+	+5	+	+2	+	+0	+	+0	+	
<b>WILL</b> (wisdom)	+6	=	+1	+	+3	+	+2	+	+0	+	+0	+	

### Conditional Save Modifiers:

+1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

<b>MELEE</b> attack bonus	+5	=	+3	+	+2	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+8	=	+3	+	+5	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+5	=	+3	+	+2	+	+0	+	+0	+	

*Rapier +3 (AC Bonus (Luck) (+2))		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	18-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+11	1d6+5	2W-P-(OH)	+4	1d4+4	
1H-O	+7	1d6+4	2W-P-(OL)	+6	1d4+4	
2H	+11	1d6+5	2W-OH	+2	1d4+3	

Special Properties: Luck bonus to armor class of +2

*Dagger +2 (Throwing)		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+10	1d4+4	2W-P-(OH)	+4	1d4+4	
1H-O	+6	1d4+3	2W-P-(OL)	+6	1d4+4	
2H	+10	1d4+4	2W-OH	+2	1d4+3	

Range: 20 ft. To Hit: +10 Damage: 1d4+4

	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.
TH	+8	+8	+6	+4	+2
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4

Special Properties: Can be thrown with a range increment of 10 ft by those proficient in its use

Ringdagger +3		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+11	1d4+5	2W-P-(OH)	+5	1d4+5	
1H-O	+7	1d4+4	2W-P-(OL)	+7	1d4+5	
2H	+11	1d4+5	2W-OH	+3	1d4+4	

10 ft. 20 ft. 30 ft. 40 ft. 50 ft.

	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+11	+9	+7	+5	+3
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+5

Special Properties: Converts to a ring with a thought. (Dagger +3)

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor		+3		+0	0
*Ring of Protection		+2		+0	0

# Averted

Player Name

Tiefling / Humanoid

RACE

20

Male

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Chaotic Neutral

Alignment

Normal

VISION

<b>HP</b> hit points	36	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
<b>AC</b> armor class	22	22	19	=	10	+	3	+	0	+	5	+	0	+	0	+	0	+	2	+	0	+	0	+	0	+	2
<b>INITIATIVE</b> modifier		TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST		Insight		Sacred		Profane		MISC					

Encumbrance Light

TOTAL SKILLPOINTS: 84		SKILLS		MAX RANKS: 7/3.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	6	=	4	+ 2
✓ Balance	DEX	6	=	5	+ 1
✓ Bluff	CHA	5	=	2	+ 3
✓ Climb	STR	8	=	2	+ 1 + 5
✓ Concentration	CON	3	=	3	
✓ Craft (Untrained)	INT	4	=	4	
Decipher Script	INT	5	=	4	+ 1
✓ Diplomacy	CHA	5	=	2	+ 1 + 2
Disable Device	INT	5	=	4	+ 1
✓ Disguise	CHA	5	=	2	+ 3
✓ Escape Artist	DEX	6	=	5	+ 1
✓ Forgery	INT	10	=	4	+ 6
✓ Gather Information	CHA	4	=	2	+ 2
✓ Heal	WIS	3	=	3	
✓ Hide	DEX	10	=	5	+ 5
✓ Intimidate	CHA	9	=	2	+ 7
✓ Jump	STR	2	=	2	
Knowledge (Local)	INT	5	=	4	+ 1
✓ Listen	WIS	7	=	3	+ 4
✓ Move Silently	DEX	15	=	5	+ 5 + 5
Open Lock	DEX	10	=	5	+ 5
✓ Perform (Untrained)	CHA	2	=	2	
✓ Ride	DEX	5	=	5	
✓ Search	INT	10	=	4	+ 6
✓ Sense Motive	WIS	8	=	3	+ 5
Sleight of Hand	DEX	10	=	5	+ 5
✓ Spot	WIS	10	=	3	+ 7
✓ Survival	WIS	3	=	3	
✓ Survival (Find or follow tracks)	WIS	5	=	3	+ 2
✓ Swim	STR	2	=	2	
Tumble	DEX	7	=	5	+ 2
Use Magic Device	CHA	9	=	2	+ 7
✓ Use Rope	DEX	8	=	5	+ 3
			=		+ +
			=		+ +

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Innate (Darkness/Sorcerer/4th)</b> <small>(Innate (Darkness/Sorcerer/4th))</small>	Equipped	1	0 / 0
<b>Bracers of Armor +3</b>	Equipped	1	1 / 9,000
<b>Ring of Climbing</b>	Equipped	1	0 / 2,500
<b>Ring of Protection +2</b>	Equipped	1	0 / 8,000
<b>Rapier +3 ( AC Bonus (Luck) (+2))</b>	Equipped	1	2 / 28,320
<small>Luck bonus to armor class of +2</small>			
<b>Dagger +2 (Throwing)</b>	Equipped	1	1 / 18,302
<small>Can be thrown with a range increment of 10 ft by those proficient in its use</small>			
<b>Outfit (Traveler's)</b>	Equipped	1	5 / 0
<b>Lucky Stone +2</b>	Equipped	1	0 / 10,000
<small>(Intrinsic ( Save Bonus (Luck) (+2))), Luck bonus to all saving throws of +2</small>			
<b>Boots of Elvenkind</b>	Equipped	1	1 / 2,500
<b>Handy Haversack</b>	Equipped	1	5 / 2,000
<small>0 lbs., 3 Potion of Cat's Grace, 1 Potion of Cure Moderate Wounds, 2 Potion of Eagle's Splendor, 1 Potion of Fly, 1 Potion of Invisibility, 1 Potion of Magic Circle against Good, 1 Potion of Neutralize Poison</small>			
<b>Potion of Cat's Grace</b>	Handy	3	0 (0) / 300 (900)
□□□	Haversack		
□□□			
<b>Potion of Cure Moderate Wounds</b>	Handy	1	0 / 300
	Haversack		
<b>Potion of Eagle's Splendor</b>	Handy	2	0 (0) / 300 (600)
□□	Haversack		
□□			
<b>Potion of Fly</b>	Handy	1	0 / 750
	Haversack		
<b>Potion of Invisibility</b>	Handy	1	0 / 300
	Haversack		
<b>Potion of Magic Circle against Good</b>	Handy	1	0 / 750
	Haversack		
<b>Potion of Neutralize Poison</b>	Handy	1	0 / 750
	Haversack		
<b>Privy Ring</b>	Equipped	1	0 / 0
<small>This is one of a set of 8 Privy Rings found in the Scratchy Chest, (Art)</small>			
<b>Infernal Ward Amulet ( Save Bonus (Insight) (+2))</b>	Carried	1	0 / 0
<small>Protects from detection of infernal blood from most seekers, Insight bonus to all saving throws of +2</small>			
<b>Ringdagger +3</b>	Carried	1	1 / 18,302
<small>Converts to a ring with a thought, (Dagger +3)</small>			
<b>TOTAL WEIGHT CARRIED/VALUE</b>	<b>11 lbs.</b>	<b>103,274gp</b>	

WEIGHT ALLOWANCE			
Light	66	Medium	133
Lift over head	200	Lift off ground	400
		Heavy	200
		Push / Drag	1000

MONEY	
Total=	0 gp [Unspent Funds = 78 gp]

MAGIC	
Languages	
Common, Draconic, Elven, Goblin, Infernal, Orc	

Other Companions	

Special Attacks	
<b>Sneak Attack +2d6</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</b>
<p>Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 2d6. Should you 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 sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.</p>	

Special Qualities	
<b>Weapon and Armor Proficiency</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>
<p>Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.</p>	
<b>Trapfinding</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>

Reference Document, classesII]	
<p>Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.</p>	
<b>Evasion (Ex)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>
<p>At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.</p>	
<b>Trap Sense +1 (Ex)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</b>
<p>You gain an intuitive sense that alerts you to danger from traps, giving you a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.</p>	
<b>Uncanny Dodge (Ex)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</b>
<p>Character retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still loses his Dexterity bonus to AC if immobilized.</p>	

Feats	
<b>Improved Initiative</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
<p>You get a +4 bonus on initiative checks.</p>	
<b>Weapon Finesse</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
<p>With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.</p>	

Proficiencies	
<p>Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike</p>	

Templates	
Base Race Type	
Base Race Type - Humanoid	

# Avernus

Tiefling

RACE

20

AGE

Male

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Ambidextrous

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**