

Frixor

Character Name

Allard

Player Name

Calistria

Deity

None

Region

Chaotic Neutral

Alignment

Rogue (Scout) 3

CLASS

Goblin / Humanoid

RACE

Small / 5 ft.

SIZE / FACE

0' 0" / 0 lbs.

HEIGHT / WEIGHT

ft.)

VISION

3 (2)

5000 / 9000

12

Male

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
STR	11	+0	11	+0			26									Walk 30 ft.							
DEX	21	+5	21	+5			AC	19	14	16	10	3	0	5	1	0	0	0	0	0	0	0	0
CON	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	
INT	14	+2	14	+2			INITIATIVE	+7	+5	+2													
WIS	10	+0	10	+0			TOTAL	DEX MODIFIER	MISC MODIFIER														
CHA	10	+0	10	+0			MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST									
SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP															
FORTITUDE		+3	+1	+1	+1	+0	+0																
REFLEX		+9	+3	+5	+1	+0	+0																
WILL		+2	+1	+0	+1	+0	+0																

Encumbrance

Light

Conditional Save Modifiers:

+1 Reflex to avoid traps

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+3	+2	+0	+1	+0	0	
RANGED	+8	+2	+5	+1	+0	0	
attack bonus							
CMB	+1	+2	+0	-1			
attack bonus							
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN	
	+1	+1	+1	+1	+1	+1	
CMD	16	16	16	16	16	16	
CMB	DIRTY TRICK	DRAW	REPOSITION	STEAL			
	+1	+1	+1	+1			
CMD	16	16	16	16			

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+8	1d2	20/x2	5 ft.

Special Properties:

*Cold Iron/Masterwork					HAND	TYPE	SIZE	CRITICAL	REACH
Dagger (Small)					Primary	PS	S	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam				
1H-P	+9	1d3+5	2W-P-(OH)	+3	1d3+5				
1H-O	+5	1d3+2	2W-P-(OL)	+5	1d3+5				
2H	+9	1d3+5	2W-OH	+1	1d3+2				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.				
TH	+9	+7	+5	+3	+1				
Dam	1d3+5	1d3+5	1d3+5	1d3+5	1d3+5				

Special Properties: cold iron

*Silver/Masterwork					HAND	TYPE	SIZE	CRITICAL	REACH
Dagger (Small)					Off-hand	PS	S	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam				
1H-P	+9	1d3+4	2W-P-(OH)	+3	1d3+4				
1H-O	+5	1d3+1	2W-P-(OL)	+5	1d3+4				
2H	+9	1d3+4	2W-OH	+1	1d3+1				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.				
TH	+9	+7	+5	+3	+1				
Dam	1d3+4	1d3+4	1d3+4	1d3+4	1d3+4				

Special Properties: silver

Dagger (Small)					HAND	TYPE	SIZE	CRITICAL	REACH
					Equipped	PS	S	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam				
1H-P	+8	1d3+5	2W-P-(OH)	+2	1d3+5				
1H-O	+4	1d3+2	2W-P-(OL)	+4	1d3+5				
2H	+8	1d3+5	2W-OH	+0	1d3+2				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.				
TH	+8	+6	+4	+2	+0				
Dam	1d3+5	1d3+5	1d3+5	1d3+5	1d3+5				

*: 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
*+1 Leather Armor (Small)	Light	+3	+6	+0	10

TOTAL SKILLPOINTS: 30					SKILLS					MAX RANKS: 3/3				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER								
✓ Acrobatics	DEX	11	=	5	+ 3	+ 3								
✓ Appraise	INT	6	=	2	+ 1	+ 3								
✓ Bluff	CHA	6	=	0	+ 3	+ 3								
✓ Climb	STR	5	=	0	+ 2	+ 3								
✓ Craft (Untrained)	INT	2	=	2										
✓ Diplomacy	CHA	0	=	0										
✓ Disable Device	DEX	14	=	5	+ 3	+ 6								
✓ Disguise	CHA	0	=	0										
✓ Escape Artist	DEX	9	=	5	+ 1	+ 3								
✓ Fly	DEX	7	=	5		+ 2								
✓ Handle Animal	CHA	7	=	0	+ 3	+ 4								
✓ Heal	WIS	0	=	0										
✓ Intimidate	CHA	0	=	0										
✓ Knowledge (Dungeoneering)	INT	6	=	2	+ 1	+ 3								
✓ Knowledge (Local)	INT	6	=	2	+ 1	+ 3								
✓ Perception	WIS	6	=	0	+ 3	+ 3								
✓ Perception (Avoid Surprise)	WIS	7	=	0	+ 3	+ 4								
✓ Perception (Trapfinding)	WIS	7	=	0	+ 3	+ 4								
✓ Perform (Untrained)	CHA	0	=	0										
✓ Ride	DEX	10	=	5		+ 5								
✓ Sense Motive	WIS	4	=	0	+ 1	+ 3								
✓ Sleight of Hand	DEX	11	=	5	+ 3	+ 3								
✓ Stealth	DEX	19	=	5	+ 3	+ 11								
✓ Survival	WIS	0	=	0										
✓ Swim	STR	0	=	0										
✓ Use Magic Device	CHA	6	=	0	+ 3	+ 3								
							=	+	+					
							=	+	+					

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

Conditional Skill Modifiers:

[] Automatic 20 on Knowledge (local) check about the Aspis Consortium (PFS #7-10).

+2 (or [] one time +4) circumstance bonus on all Charisma-based skill checks against nobility while on the Isle of Kortos (PFS #7-10).

Character: Frixor
Player: Allard

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
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Level:3 (CR:2)
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

Alchemist's Fire			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+6	+4	+2		+0		-2
Dam	1d6	1d6	1d6		1d6		1d6

Special Properties: splash weapon, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

Oil, 1 Pint Flask				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.		30 ft.		40 ft.		50 ft.
TH	+6	+4		+2		+0		-2
Dam	1d6	1d6		1d6		1d6		1d6

Special Properties: splash weapon, full-round action to prepare, 50% chance to ignite

Masterwork Shortbow (Small)				Hand	Type	Size	Critical	Reach
				Carried	P	S	20/x3	5 ft.
Range: 30 ft.		To Hit: +9			Damage: 1d4			
	60 ft.	120 ft.	180 ft.	240 ft.		300 ft.		
TH	+9	+7	+5	+3		+1		
Dam	1d4	1d4	1d4	1d4		1d4		
	360 ft.	420 ft.	480 ft.	540 ft.		600 ft.		
TH	-1	-3	-5	-7		-9		
Dam	1d4	1d4	1d4	1d4		1d4		

Equipment				
Item	Location	Qty	WT / Cost	
Cold Iron/Masterwork Dagger (Small)	Equipped	1	0.5 / 304	
<small>cold iron</small>				
Silver/Masterwork Dagger (Small)	Equipped	1	0.5 / 322	
<small>silver</small>				
Explorer's Outfit (Small)	Equipped	1	2 / 0	
+1 Leather Armor (Small)	Equipped	1	7.5 / 1,160	
Cloak of Resistance +1	Equipped	1	1 / 1,000	
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus, Slot: shoulders				
Crowbar	Equipped	1	5 / 2	
+2 circumstance bonus to Strength checks to force open a door or chest				
Bandolier (Small)	Equipped	1	0 / 0.5	
Contains small loops or pouches for holding eight objects the size of a flask or small dagger. You can use the "retrieve a stored item" action to take an item from a bandolier.3 lbs., 6 Dagger (Small)				
Dagger (Small)	Bandolier (Small)	6	0.5 (3) / 2 (12)	
Backpack (Masterwork) (Small)	Equipped	1	1 / 50	
7.73 lbs., 2 Alchemist's Fire, 1 Potion of Pass without Trace, 1 Potion of Cure Light Wounds, 2 Chalk, 1 Bell, 1 Mirror, 1 Oil, 1 Pint Flask, 1 Piton, 1 String (50 ft.), 4 Vial, 1 Waterskin, 1 Journal, 1 Hourglass, 1 minute, 10 Arrow (Small), 49 Gold Piece				
Alchemist's Fire	Backpack (Masterwork) (Small)	2	1 (2) / 20 (40)	
				
splash weapon, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.Plural: No				
Potion of Pass without Trace	Backpack (Masterwork) (Small)	1	0 / 50	
				
Leave no footprints or scent trail while moving for 1 hourAura: faint transmutation, Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, pass without trace, Slot: none				
Potion of Cure Light Wounds	Backpack (Masterwork) (Small)	1	0 / 50	
				
Cures 1d8+1 points of damageAura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, cure light wounds, Slot: none				
Potion of Cure Light Wounds	Carried	2	0 (0) / 50 (100)	
				
				
Cures 1d8+1 points of damageAura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, cure light wounds, Slot: none				
Chalk	Backpack (Masterwork) (Small)	2	0 (0) / 0 (0)	
<small>Plural: No</small>				
Bell	Backpack (Masterwork) (Small)	1	0 / 1	
Mirror	Backpack (Masterwork) (Small)	1	0.5 / 10	
Oil, 1 Pint Flask	Backpack (Masterwork) (Small)	1	1 / 0.1	
				
splash weapon, full-round action to prepare, 50% chance to ignitePlural: No				
Piton	Backpack (Masterwork) (Small)	1	0.5 / 0.1	
String (50 ft.)	Backpack (Masterwork) (Small)	1	0.5 / 0	
Vial	Backpack (Masterwork) (Small)	4	0 (0) / 1 (4)	
TOTAL WEIGHT CARRIED/VALUE		32.23 lbs.	3,967.2gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Waterskin	Backpack (Masterwork) (Small)	1	0 / 1	
Journal	Backpack (Masterwork) (Small)	1	1 / 10	
a blank, lightweight book with an oilskin cover. It has 50 paper pages.				
Hourglass, 1 minute	Backpack (Masterwork) (Small)	1	0.5 / 20	
Arrow (Small)	Backpack	10	0.1 (0.7) /	
□□□□□ □□□□□	(Masterwork) (Small)		0.1 (0.5)	
Thieves' Tools (Masterwork)	Equipped	1	2 / 100	
Plural: No				
Masterwork Shortbow (Small)	Carried	1	1 / 330	
Potion of Hide from Undead	Carried	1	0 / 50	
□				
Target cannot be perceived by undead for 10 minutesAura: faint abjuration, Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, hide from undead, Slot: none				
Oil of Bless Weapon	Carried	1	0 / 50	
□				
This transmutation makes a weapon strike true against evil foes. Duration 1 minuteAura: faint transmutation, Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, bless weapon, Slot: none				
Oil of Magic Weapon	Carried	1	0 / 50	
□				
Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minuteAura: faint transmutation, Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, magic weapon, Slot: none				
Potion of Reduce Person	Carried	1	0 / 50	
□				
Target's size category decreases to next smaller category for 1 minuteAura: faint transmutation, Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, reduce person, Slot: none				
Everfull Mug	Carried	1	1 / 200	
Three times per day, when you recite the command word, this mug fills with 12 ounces of water, cheap ale, or watery wine (your choice).				
TOTAL WEIGHT CARRIED/VALUE		32.23 lbs.	3,967.2gp	

WEIGHT ALLOWANCE					
Light	32	Medium	65	Heavy	97
Lift over head	97	Lift off ground	195	Push / Drag	487
MONEY					
Gold Piece: 49[Backpack (Masterwork) (Small)]					
Total= 49 gp [Unspent Funds = 832 gp]					
MAGIC					
Languages					
Common, Draconic, Goblin					
Other Companions					

Archetypes	
Scout	[Paizo Inc. - Advanced Player's Guide, p.134]
<p>Not all rogues live in the city. Scouts frequently roam the wilderness, often banding together as bandits, but sometimes serving as guides, as trailblazers, or as companions to a ranger or barbarian warrior. More comfortable with sneaking and hiding outdoors, the scout is still effective in the city and the dungeon.</p>	

Traits	
Beast Bond (Handle Animal)	[Paizo Publishing - Ultimate Campaign, p.59]
<p>You share a close bond with animals. You gain a +1 bonus on Handle Animal checks and Ride checks. One of these skills (your choice) is always a class skill for you.</p>	
Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
<p>You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.</p>	

Special Attacks	
Fast Getaway (Ex)	[Paizo Inc. - Advanced Player's Guide, p.130]
After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.	
Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. 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 weapon that deals nonlethal damage, 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 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.

Special Qualities	
Danger Sense (Ex)	[Paizo Inc. - Pathfinder Unchained]
You gain a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, you gain a +1 bonus on Perception checks to avoid being surprised by a foe. This ability counts as trap sense for any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if you have trap sense from another class).	
Evasion (Ex)	[Paizo Inc. - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Fast (Ex)	[Paizo Inc. - Advanced Race Guide, p.115]
Goblins have a base speed of 30 ft.	
Finesse Training (Ex)	[Paizo Inc. - Pathfinder Unchained, p.20]
At 1st level, a rogue gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The rogue can select a second weapon at 11th level and a third at 19th level.	
Skilled (Ex)	[Paizo Inc. - Advanced Race Guide, p.18]
Goblins gain a +4 racial bonus on Ride and Stealth checks.	
Trapfinding (Ex)	[Paizo Inc. - Pathfinder Unchained, p.20]
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	
Weapon Choice (Dagger) (Ex)	[Paizo Inc. - Pathfinder Unchained]
Dexterity to Damage with Dagger	

Feats	
Quick Draw	[Paizo Inc. - Core Rulebook, p.131]
You can draw weapons faster than most.	
You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.	
Roll With It	[Paizo Publishing - Pathfinder Player Companion: Goblins of Golarion, p.25]
You know how to take a hit, even if your reaction sends you bouncing and flying out of battle while shrieking at the top of your lungs.	
If you are struck by a melee weapon you can try to convert some or all of that damage into movement that sends you off in an uncontrolled bouncing roll. To do so, you must make an Acrobatics check (DC = 5 + the damage dealt from the attack) as an immediate action. If you succeed in this check, you take no damage from the actual attack but instead convert that damage into movement with each point equating to 1 foot of movement. For example, if you would have taken 6 points of damage, you would convert that into 6 feet of movement. You immediately move in a straight line in a direction of your choice this number of feet (rounded up to the nearest 5-foot-square), halting if you reach a distance equal to your actual speed. If this movement would make you strike an object or creature of your size or larger, the movement immediately ends, you take 1d4 points of damage, and fall prone in that square. This involuntary movement provokes attacks of opportunity normally if you move through threatened squares, but does not provoke an attack of opportunity from the creature that struck you in the first place. You are staggered for 1 round after you attempt to use this feat, whether or not you succeed.	
Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]
You are trained in using your agility in melee combat, as opposed to brute strength.	
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.	

PFS Chronicles	
PFS Scenario #7-05 School of Spirits (Subtier 1-2)	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
PFS Scenario #7-10 The Consortium Compact (Subtier 2)	[Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Boons	
Inside Knowledge	[Paizo Inc. - PFS Scenario #7-10 The Consortium Compact]
As a former member of the Aspis Consortium, Magali Delroya is well informed about the organization's activities, and she shares some of her information with you. You gain a +2 bonus on Knowledge (local) checks about the Aspis Consortium and can roll such checks untrained. You can cross this boon off the Chronicle sheet to take 20 on a single Knowledge (local) check about the Aspis Consortium.	
Lord Avid's Recommendation	[Paizo Inc. - PFS Scenario #7-10 The Consortium Compact]
Lord Avid is impressed that you managed to complete your mission without using his writ, and he speaks highly of your discretion. You gain a +2 circumstance bonus on all Charisma-based skill checks against nobility while on the Isle of Kortos. You can cross this boon off your Chronicle sheet to lean heavily upon your connection to Lord Avid. If you do so, the circumstance bonus on one such Charisma-based skill check increases to +4, and you can apply it while interacting with anyone on the Isle of Kortos.	
New Recruit (J. Dacilane)	[Paizo Inc. - PFS Scenario #7-05 School of Spirits]
Your team of Pathfinders sponsored J. to join the Pathfinder Society. In exchange, she is eager to assist you on one of your future missions. You can direct J. to cast a spell from the spiritualist list (Pathfinder RPG Occult Adventures 76) as a standard action. The spell's level can be up to one third of your character level (minimum 0). J.'s caster level is equal to your character level - 3 (minimum 2), and her Wisdom score is 17. J. is a noncombatant, and she is considered to be in your square for the purpose of determining the origin of her spell. When you use this boon, cross it off your Chronicle Sheet.	

Proficiencies
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Hand Crossbow, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Gauntlet, Spiked Gauntlet, Grapple, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Short Sword, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow

Frixor

Goblin

RACE

12

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

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

Calistria

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography:

