

## Shine

**Player:** Ocelot

**CN Human prisoner rogue 20**

Chaotic, Human, Humanoid, Medium, Neutral

Deity: **Desna**; Age: **18**; Height: **5' 2"**; Weight: **105 lb.**; Eyes:

**Black**; Hair: **Black with purple highlights**; Skin: **Ashen grey**

Speed: **30 ft.**, Languages: Aklo, Common, Draconic, Elven, Jotun, Necril, Shadowtongue, Undercommon, Varisian

Hit Points	Hero Points
<b>288</b>	<b>3</b> <b>1</b>

Str	Dex	Con	Int	Wis	Cha	
<b>+0</b>	<b>+6</b>	<b>+5</b>	<b>+3</b>	<b>+5</b>	<b>+2</b>	10 Str 22 Dex 20 Con 16 Int 20 Wis 14 Cha

☐ **PERCEPTION** **+33<sub>L</sub>\*** = +28 Base +5 Wis +0 Misc

☐ **FORTITUDE** **+29<sub>E</sub>** = +24 Base +5 Con +0 Misc

☐ **REFLEX** **+34<sub>L</sub>** = +28 Base +6 Dex +0 Misc

☐ **WILL** **+31<sub>M</sub>\*** = +26 Base +5 Wis +0 Misc

☐ **AC** **41<sub>M</sub>** = +36 Base +4 Dex +1 Misc

### Defenses

**Immunities:** Detection/Revelation/Scrying effects 10th lv or less cast by Creature/Hazard/Item of 20th lv or less

**Perception** (Trap Finder): +1 circumstance bonus to find traps

**Perception** (Incredible Initiative): +2 circumstance bonus to initiative rolls.

**All Saves** (Trap Finder): +1 circumstance bonus vs. traps

**All Saves** (Wary Disarmament): +2 circumstance bonus vs traps or devices you failed to disarm.

**Will Save** (Haughty Obstinacy): If you succeed vs a mental effect that attempts to directly control your actions, you critically succeed instead.

**All Armor Classes** (Nimble Dodge): +2 circumstance bonus vs. triggering attack when using Nimble Dodge

**All Armor Classes** (Trap Finder): +1 circumstance bonus vs. traps

**All Armor Classes** (Wary Disarmament): +2 circumstance bonus vs traps or devices you failed to disarm.

### Leather (Master)

AC: +1, Max Dex: +4, Armor Check: –, Speed: –

### Dagger (Master)

Melee: **+32/+28/+24** (1d4+12 P/S, Crit 2d4+24 P/S)

Ranged (10 ft.) : **+32/+28/+24** (1d4+6 P/S, Crit 2d4+12 P/S)

Traits: versatile S, thrown 10 ft., agile, finesse

### Rapier (Master)

Melee: **+32/+27/+22** (1d6+12 P, Crit 2d6+24+1d8 P)

Traits: disarm, deadly (1d8), finesse

## Special Abilities

**Darkvision**

You can see in the dark (black and white only).

**Debilitating Strike**

Strike vs. flat-footed foe inflicts enfeebled 1 or entangled (your choice).

**Deny Advantage**

Not flat-footed vs. hidden/undetected/flanking foes unless they are higher level or using surprise attack.



## Skills

<input type="checkbox"/>	<b>+34<sub>L</sub></b>	<b>Acrobatics</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+3<sub>U</sub></b>	<b>Arcana</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+22<sub>T</sub></b>	<b>Athletics</b> <sub>Str</sub>
<input type="checkbox"/>	<b>+25<sub>T</sub></b>	<b>Crafting</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+30<sub>L</sub></b>	<b>Deception</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+24<sub>T</sub></b>	<b>Diplomacy</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b>	<b>Intimidation</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+27<sub>T</sub></b>	<b>Medicine</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+27<sub>T</sub></b>	<b>Nature</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+3<sub>U</sub></b>	<b>Occultism</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b>	<b>Performance</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+27<sub>T</sub></b>	<b>Religion</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+31<sub>L</sub></b>	<b>Society</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+34<sub>L</sub></b>	<b>Stealth</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+27<sub>T</sub></b>	<b>Survival</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+34<sub>L</sub></b>	<b>Thievery</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+31<sub>L</sub></b>	<b>Underworld Lore</b> <sub>Int</sub>

## Special Abilities

**Double Debilitation**

Debilitating Strike applies both debilitations, but they are removed as a set.

## Weapon Proficiencies

**Trained:** Hand crossbow, Rapier, Sap, Shortbow, Shortsword

**Expert:** Hand crossbow, Rapier, Sap, Shortbow, Shortsword

**Master:** All Simple Weapons, All Unarmed Attacks, All Unarmed Attacks, Hand crossbow, Rapier, Sap, Shortbow, Shortsword

## Armor Proficiencies

**Master:** All Light Armor, Unarmored defense

## Special Abilities

### Evasion

On successful Reflex save, treat as critical success.

### Improved Evasion

On critically failed Reflex save, treat as failure instead. If fail Reflex save vs. damaging effect, halve damage.

### Low-Light Vision

See in dim light as if it were normal light.

### Master Strike (DC 42)

Strike vs. flat-footed foe forces Fort save or inflicts enfeebled 2 (success), paralyzed 4 rds (failure) or unconscious 2 hrs or death (critical failure, your choice).

### Slippery Mind

On successful Will save, treat as critical success.

### Sneak Attack (4d6)

If Strike flat footed foe with agile/finesse weapon or ranged attack, deal extra damage.

### Surprise Attack

Used Deception or Stealth for initiative: Creatures that haven't acted are flat-footed to you.

## Feats

### Natural Ambition [Ancestral Paragon]

Gain a 1st-level class feat for your class.

### Cooperative Nature [Ancestry Feats]

+4 circumstance bonus on checks to Aid.

### Darkseer [Ancestry Feats]

You gain darkvision.

### Gloomseer [Ancestry Feats]

You gain low-light vision.

### Haughty Obstinacy [Ancestry Feats]

If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead.

### Shadow Pact [Ancestry Feats]

Cast 5th-level *creation* as an innate divine spell.

### Blank Slate [Class Feats]

Gain immune to detection, revelation, and scrying unless effect has a counteract level of 20+

### Blind-Fight [Class Feats]

Not flat-footed vs. hidden, Flat DC5 to target hidden creature, Adjacent undetected creatures of <= level are only hidden to you.

### Gang Up [Class Feats]

You (but not allies) treat foes as flanked for melee attacks if an ally threatens same foe, even if ally is not positioned for a flank.

### Hidden Paragon (1/hour) [Class Feats]

Become invisible for 1 min, even when do hostile action and immune to being magically revealed.

### Implausible Infiltration [Class Feats]

Move through wall/floor of wood/plaster/stone up to 10 ft thick. Blocked by metal. If have Climb speed, can move through ceiling.

### Mobility [Class Feats]

When Stride moves half your Speed or less, the movement does not trigger reactions. Also applies to other movement types you possess.

### Scout's Warning [Class Feats]

You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or auditory trait, respectively.

### Sense the Unseen [Class Feats]

You automatically sense any undetected creatures in the area.

### Sneak Savant [Class Feats]

When rolling for Sneak, treat a failure as a success.

### Spring from the Shadows (1/round) [Class Feats]

Stride up to Speed, ending adjacent to foe you're hidden/undetected from, then Strike them, remaining hidden/undetected until after the strike.

### Trap Finder [Class Feats]

+1 circumstance bonus to AC and saves vs. traps. +1 Perception to find traps, and if trained in Stealth gain check when not search. Disable traps as though Master in Thievery (Legendary if already Master).

## Experience & Wealth

Experience Points: **19,000** (21st @ 20,000)

Current Cash: **6 gp; 4 sp; 9 cp**

## Feats

### Ancestral Paragon [General Feats]

Gain a 1st-level ancestry feat.

### Diehard [General Feats]

Die from the dying condition at dying 5, rather than dying 4.

### Expeditious Search [General Feats]

When Searching, you take half as long as usual to Search a given area.

### Fleet [General Feats]

Your Speed increases by 5 feet.

### Incredible Initiative [General Feats]

+2 circumstance bonus to initiative rolls.

### Toughness [General Feats]

The DC of recovery checks is equal to 9 + your dying condition value.

### Nimble Dodge [Natural Ambition]

Gain a +2 circumstance bonus to AC vs. the triggering attack.

### Cat Fall [Skill Feats]

Treat falls as 10ft shorter.

### Experienced Professional [Skill Feats]

When you use Lore to Earn Income, if you roll a critical failure, you instead get a failure.

### Foil Senses [Skill Feats]

When using Avoid Notice/Hide/Sneak actions, you are always considered to be taking precautions against special senses.

### Kip Up [Skill Feats]

You stand up. This movement doesn't trigger reactions.

### Legendary Codebreaker [Skill Feats]

Decipher Writing while reading at normal speed. If you spend the full amount of time that's ordinarily required, treat a success as a critical success; if you critically succeed you gain a nearly word-for-word understanding of the

### Legendary Professional (Underworld Lore) [Skill Feats]

DC 10 Society check to Recall Knowledge about you, and when you Practice a Trade you find higher-level tasks.

### Legendary Sneak [Skill Feats]

You can Hide and Sneak even without cover or being concealed and you always gain the benefits of the Avoiding Notice in exploration mode.

### Legendary Thief [Skill Feats]

At a -5 penalty attempt to Steal an Object that is actively wielded by spending at least 1 minute.

### Multilingual [Skill Feats]

Learn two common or uncommon languages of your choice.

### Nimble Crawl [Skill Feats]

You can Crawl up to half your Speed.

### Pickpocket [Skill Feats]

Steal or Palm an Object that's closely guarded without taking the -5 penalty.

### Quick Squeeze [Skill Feats]

Squeeze 5 feet per round (10 feet on a critical success).

### Quiet Allies [Skill Feats]

When you are Avoiding Notice and your allies Follow the Expert, you and those allies can roll a single Stealth check, using the lowest modifier.

### Read Lips [Skill Feats]

You can read the lips of others nearby who you can clearly see but you're fascinated and flat-footed.

### Slippery Secrets [Skill Feats]

Spells that read your mind, detect lying or detect your alignment allow you to save with Deception.

### Streetwise [Skill Feats]

Use Society to Gather Information or use Recall Knowledge in a settlement you frequent regularly.

### Subtle Theft [Skill Feats]

When you successfully Steal an Object, observers (other than the creature you stole from) take a -2 circumstance penalty to their Perception DCs to detect your theft.

### Swift Sneak [Skill Feats]

Move full speed when you Sneak including when you Burrow, Climb, Fly or Swim.

## Feats

### Unmistakable Lore [Skill Feats]

When you Recall Knowledge for any Lore subcategory in which you're trained, you treat a critical failure as a failure. At master in Lore a critical success provides more info.

### Wary Disarmament [Skill Feats]

+2 circumstance bonus to saves and AC vs traps or devices you failed to disarm.

### Experienced Smuggler

When the GM rolls your Stealth check she uses the number rolled or 10, whichever is higher.

## Innate Spells

Creation (one active) (5th\*) ☐

## Tracked Resources

Dagger ☐

Hidden Paragon (1/hour) ☐

Spring from the Shadows (1/round) ☐

Torch ☐

## Gear (Encum: 5 bulk, Over: 10 bulk)

### Total Bulk Carried: 2.9, Unencumbered

Backpack (empty) L

Bandolier (empty) L

Belt pouch (empty) -

Chalk x10 -

Dagger x2 0.2

Flint and steel -

Leather 1

Money -

Rapier 1

Rations (1 week) L

Sheath (empty) -

Sheath (empty) -

Soap -

Thieves' tools L

Thieves' tools, replacement picks -

Torch x2 0.2

Waterskin L