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| Name | | | | | Sadine Salar | | | | | Race | | | | | | | Darunite | | | | | | Gender | | | | | | Male | | | | | | |
| Size | | | | | Medium | | | | | Level | | | | | | | 3rd | | | | | | Max HP | | | | | | 17 | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Strength | | | | | Intelligence | | | | | Wisdom | | | | | | | Dexterity | | | | | Constitution | | | | | | | Charisma | | | | | | |
| 17 | / | 2 | | | 16 | / | 3 | | | 14 | | / | | 2 | | | 12 | / | | 1 | | 15 | | | / | 2 | | | 16 | | | / | | | 3 |
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| Fortitude | | | | Reflex | | | | | Will | | | | | | | Initiative | | | | | | | Move | | | | | | | BAB | | | | | |
| 6 (4) | | | | 2 (1) | | | | | 4 (2) | | | | | | | 1 | | | | | | | 6 | | | | | | | 2 / 4 / 3 | | | | | |
|  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Proficiencies | | | | | | | | | | | | | | | | | | | | | | | CMD | | | | | | CMB | | | | | | |
| Light/Medium Armor, 1H Martial, Ranged Martial, Unarmed | | | | | | | | | | | | | | | | | | | | | | | 15 | | | | | | 4 | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | | | Attack Bonus | | | | | Damage | | | | | | | | | Critical | | | | | | Range | | | | | | Type | | | | | | |
| Scimitar | | | 4 | | | | | 1d6 | | | | | | | | | 18-20/2x | | | | | | -- | | | | | | S | | | | | | |
| Unarmed | | | 4 | | | | | 1d3 | | | | | | | | | 20/2x | | | | | | -- | | | | | | C | | | | | | |
| S Bow | | | 1d6 | | | | | 1d6 | | | | | | | | | 20/3x | | | | | | 12 | | | | | | P | | | | | | |
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| Armor Class (Normal / Flat-footed / Touch) | | | | | | | | | | | | | | |  | | | | / | | | | |  | | | / | | | | | |  | | |
| Check Penalty / Max Dexterity Bonus | | | | | | | | | | | | | | |  | | | | | | / | | | | | | |  | | | | | | | |
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| Skills | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Acrobatics | | | | | | | | | | | Dex | | -2 | | Sense Motive | | | | | | | | | | | | | | | | Wis | | | 5 | |
| Alchemy | | | | | | | | | | | Int | | N/A | | Sleight of Hand | | | | | | | | | | | | | | | | Dex | | | 3 | |
| Appraise | | | | | | | | | | | Int | | 8 | | Spellcraft | | | | | | | | | | | | | | | | Int | | | N/A | |
| Athletics | | | | | | | | | | | Str | | 4 | | Stealth | | | | | | | | | | | | | | | | Dex | | | 3 | |
| Bluff | | | | | | | | | | | Cha | | 7 | | Survival | | | | | | | | | | | | | | | | Wis | | | 6 | |
| Concentration | | | | | | | | | | | Con | | 3 | | Use Magical Device | | | | | | | | | | | | | | | | Cha | | | 5 | |
| Decipher | | | | | | | | | | | Int | | 5 | | Craft: | | | | | | | | | | | | | | | |  | | |  | |
| Diplomacy | | | | | | | | | | | Cha | | 7 | | Craft: | | | | | | | | | | | | | | | |  | | |  | |
| Disguise | | | | | | | | | | | Cha | | 0 | | Knowledge: Lost Kingdoms | | | | | | | | | | | | | | | | Int | | | 7 | |
| Forgery | | | | | | | | | | | Dex | | 6 | | Knowledge: | | | | | | | | | | | | | | | |  | | |  | |
| Gather Information | | | | | | | | | | | Cha | | 5 | | Profession: Merchant | | | | | | | | | | | | | | | | Int | | | 8 | |
| Handle Animal | | | | | | | | | | | Cha | | N/A | | Profession: | | | | | | | | | | | | | | | |  | | |  | |
| Heal | | | | | | | | | | | Wis | | 3 | |  | | | | | | | | | | | | | | | |  | | |  | |
| Intimidate | | | | | | | | | | | Cha | | 4 | |  | | | | | | | | | | | | | | | |  | | |  | |
| Language | | | | | | | | | | | Int | | 8\* | | Speaks: Enkaru-3, Rahk-2, Kogani-3 | | | | | | | | | | | | | | | |  | | |  | |
| Manipulate Device | | | | | | | | | | | Dex | | 3 | |  | | | | | | | | | | | | | | | |  | | |  | |
| Perception | | | | | | | | | | | Wis | | 5 | |  | | | | | | | | | | | | | | | |  | | |  | |
| Perform | | | | | | | | | | | Cha | | 0 | |  | | | | | | | | | | | | | | | |  | | |  | |
| Ride | | | | | | | | | | | Dex | | 3 | |  | | | | | | | | | | | | | | | |  | | |  | |
| Science | | | | | | | | | | | Int | | N/A | |  | | | | | | | | | | | | | | | |  | | |  | |

## Equipment

|  |  |
| --- | --- |
| Clothing, 2 sets average |  |
| Bedroll |  |
| Large belt pouch |  |
| Thieves Picks / Tools |  |
| Jeweler’s Loupe |  |
| Cloak, fine but bedraggled |  |
| 2 days food |  |
| 2 daggers |  |
| 1 Kogani Steel scimitar, silvered blade |  |
| 2 candles |  |
| Small book (journal, encoded) |  |
| Ink and quill |  |
| Wax tablet |  |
| Wine flask (half-full) |  |
| Steel mirror |  |
| Signet ring |  |
| Vial of anti-toxin (2 doses) |  |
|  |  |
|  |  |
|  |  |
| **Gold: 20** |  |

## Notes

* Dodge (+2 AC vs. select target)
* Great Fortitude
* Linguist
* Natural Athlete
* Point Blank Shot (+1 to hit/damage at short range)
* Sensitive Nature
* Sharp Witted