|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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 |
|  |
| 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 |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |
| Armor Class (Normal / Flat-footed / Touch) |  | / |  | / |  |
| Check Penalty / Max Dexterity Bonus |  | / |  |
|  |
| 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