

Shū
 CHARACTER: **ratfolk** **small** **male**
 RACE & LA: SIZE GENDER
13 **Neutral** **Lao Shu Po (DE-61)**
 AGE ALIGNMENT DEITY
 LANGUAGES: **Common, Tien, Dtang, Hwan, Minkaiian, Hon-la, Minatan, Kitsune, Nagaji,**

PLAYER: **3'11"** **77 lbs** **black** **black** **fur**
 HEIGHT WEIGHT HAIR EYES SKIN
Deepmarket, Goka, Tian Xia (DE-24)
 HOMETOWN & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	16	3	16	-2	2	
DEX	22	6	18	2	2	
CON	17	3	15			2
INT	20	5	18	2		
WIS	12	1	12			
CHA	12	1	12			

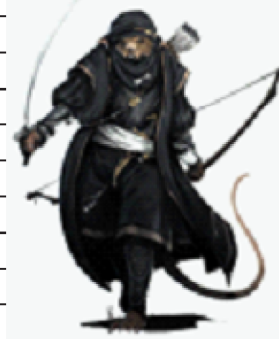
HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
73	73	10	Rogue	7	130		3	7	3	10
TOTAL HP			TOTALS							
73			7 130 0 3 7 3 10							

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	6	0	6	1	1	2		
TOUCH	18	-10+			6	1	1			
FLAT-FOOT	19	-10+	6	0	0	1		2		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	3	3			2
REF	13	7	6			
WILL	4	3	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	11	7		3	1	
RANGED	14	7		6	1	
CMB	14	7	DEX	6	1	
CMD	28	-10+	B7B	9	1	



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race; Ratfolk (ARG-150)	Precise Strike: flank w/ another extra 1d6 dam (APG)
Tinker: +2 Craft, Perception, Use Magic Device	Paired Opportunists +4 attacks of opportunity
Rodent Empathy: +4 Handle Animal w/ rodents	Outflank - +4 bonus on attack rolls when flanking
darkvision 60'	Swap Places - swap places w/ adjacent ally
scent - detect by odor 30', 60' downwind, 15' upwind	Improved Critical - wakizashi - double critical range
Ratfolk Rogue: +1/2 lvs escape artist	Vital Strike double damage one attack
Sharpclaw - 2 claw attacks	Improved Initiative +4
Class Rogue (PCR-67) HD8, skills 8 + Int Mod	Tunnel Rat - count as one size smaller for squeezing
Weapon Prof: All simple, shortbow, short sword	
Armor Prof: Light Armor, no shield	
sneak attack: extra x=1d6 dam	
Hidden Blade - +1vl/2 sleight of hand to conceal blade	
Archetype (Knife Master) wakizashi (UC-??)	Improved Uncanny Dodge - can't be flanked
Ratfolk Rogues +1vl/2 escape artist	Uncanny Dodge - doesn't lose Dex AC bonus
Sneak Stab (Ex) - sneak attack d8 dam w/ wakizashi	Blade Sense (Ex) +3 dodge AC vs light blades

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 19	10	6	3	
<input checked="" type="checkbox"/> APPRAISE	INT 10	2	5	3	
<input checked="" type="checkbox"/> BLUFF	CHA 6	2	1	3	
<input checked="" type="checkbox"/> CLIMB *	STR 12	6	3	3	
<input checked="" type="checkbox"/> CRAFT: (alchemy)	INT 15	5	5	3	2
<input checked="" type="checkbox"/> DIPLOMACY	CHA 4	2	1	3	-2
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX 19	10	6	3	
<input checked="" type="checkbox"/> DISGUISE	CHA 9	5	1	3	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 24	10	6	3	5
<input type="checkbox"/> FLY *	DEX 6		6		
<input type="checkbox"/> HANDLE ANIMAL	CHA		1		4
<input type="checkbox"/> HEAL	WIS 1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 11	5	1	3	2
<input checked="" type="checkbox"/> KN: dungeoneering	INT 18	10	5	3	
<input type="checkbox"/> KN: local	INT 15	10	5		
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> KN:	INT		5		
<input checked="" type="checkbox"/> LINGUISTICS	INT 10	2	5	3	
<input checked="" type="checkbox"/> PERCEPTION	WIS 16	10	1	3	2
<input checked="" type="checkbox"/> PERFORM:	CHA 6	2	1	3	
<input checked="" type="checkbox"/> PROF:	WIS 6	2	1	3	
<input checked="" type="checkbox"/> RIDE *	DEX 6		6		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 14	10	1	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX 24	10	6	3	5
<input type="checkbox"/> SPELLCRAFT	INT		5		
<input checked="" type="checkbox"/> STEALTH *	DEX 23	10	6	3	4
<input type="checkbox"/> SURVIVAL	WIS 1		1		
<input checked="" type="checkbox"/> SWIM *	STR 11	5	3	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 8	2	1	3	2
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE: **105,000** / 105,000
 SLOW MEDIUM FAST

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT **10** = **6** DEX MOD + **4** MISC MOD
HERO **SR** **DR**
RESISTANCES
POOL POINTS

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: shozoko of the ratfolk +5	6			0	Lt	1.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (2)	+11	1d4+3					
wakizashi of the ratfolk +3	+11+3	1d6+3+3	15-20,x2		P,S	2.0	d8 dam w/ sneak attack
silver daggers +3 with wyvern poison (2)	+14+3	1d4+3	19-20,x2	20	P,S	1.0	wyvern poison
short bow +3 w/ arrows +3	+14 +6	1d6+3	x3	60	P	2.0	

