

Dar'Nyru

Player: Gregg

CG Male catfolk alkenstar outlaw rogue 1

Catfolk, Chaotic, Good, Humanoid

Age: 24; Height: 5' 4"; Weight: 158 lb.; Eyes: Yellow; Hair:

Charcoal/Light Grey/Light Brown; Skin: Grey

Speed: 25 ft., Languages: Amurrun, Common, Gnomish,

Jotun, Tien

Hit Points	Hero Points
17	3
	2

Str	Dex	Con	Int	Wis	Cha	
+0	+4	+1	+3	-1	+2	
						10 Str 18 Dex 12 Con 16 Int 8 Wis 14 Cha

PERCEPTION +13_E = +14_{Base} -1_{Wis} +0_{Misc}

FORTITUDE +4_T = +3_{Base} +1_{Con} +0_{Misc}

REFLEX +18_E = +14_{Base} +4_{Dex} +0_{Misc}

WILL +13_E = +14_{Base} -1_{Wis} +0_{Misc}

AC 18_T = +13_{Base} +4_{Dex} +1_{Misc}

Explorer's clothing (Trained)

AC: +0, Max Dex: +5, Armor Check: -, Speed: -

Traits: comfort

Leather armor (Trained)

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

+1 rapier (Trained)

Melee: +8/+3/-2 (1d6+4 P, Crit ×2 +1d8 P)

Traits: disarm, deadly d8, finesse

Crossbow (Trained)

Ranged (120 ft.): +14/+4/-6 (1d8 P, Crit ×2)

Traits:

Dagger (Trained)

Melee: +7/+3/-1 (1d4+8 P, Crit ×2)

Ranged (10 ft.): +14/+6/-2 (1d4 P, Crit ×2)

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

Shortsword (Trained)

Melee: +7/+3/-1 (1d6+4 P, Crit ×2)

Traits: versatile S, agile, finesse

Special Abilities

Hunting Catfolk

You gain imprecise scent with a range of 30 feet and +2 to track anything you've smelled before

Land on Your Feet

Take half damage when falling and don't land prone.

Low-Light Vision

See in dim light as if it were normal light.

Scent (imprecise) 30 feet

Sense creatures or objects by smell.

Sneak Attack (1d6)

Strikes vs. flat-footed foes with agile/finesse weapons or ranged attacks deal extra damage.



Skills

<input type="checkbox"/>	+7 _T	Acrobatics _{Dex}
<input type="checkbox"/>	+6 _T	Arcana _{Int}
<input type="checkbox"/>	+3 _T	Athletics _{Str}
<input type="checkbox"/>	+6 _T	Crafting _{Int}
<input type="checkbox"/>	+5 _T	Deception _{Cha}
<input type="checkbox"/>	+5 _T	Diplomacy _{Cha}
<input type="checkbox"/>	+5 _T	Intimidation _{Cha}
<input type="checkbox"/>	-1 _U	Medicine _{Wis}
<input type="checkbox"/>	-1 _U	Nature _{Wis}
<input type="checkbox"/>	+6 _T	Occultism _{Int}
<input type="checkbox"/>	+5 _T	Performance _{Cha}
<input type="checkbox"/>	-1 _U	Religion _{Wis}
<input type="checkbox"/>	+6 _T	Society _{Int}
<input type="checkbox"/>	+7 _T	Stealth _{Dex}
<input type="checkbox"/>	+2 _T *	Survival _{Wis}
<input type="checkbox"/>	+7 _T	Thievery _{Dex}
<input type="checkbox"/>	+6 _T	Underworld Lore _{Int}

Skill Modifiers

Survival (Hunting Catfolk): +2 circumstance bonus to track something you've smelled before

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks, Rapier, Sap, Shortbow, Shortsword

Armor Proficiencies

Trained: All Light Armor

Special Abilities

Surprise Attack

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

Feats

Cat's Luck (1/day) [Ancestry Feats Selection]

You can reroll the triggering saving throw and use the better result

Tumble Behind [Class Feats Selection]

Successful Tumble Through leaves target foe flat footed vs. your next attack before end of turn.

Titan Wrestler [Skill Feats Selection]

Attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you.

Subtle Theft

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.

Innate Spells

Illusory Disguise (self only, 1/day) (1st)

Tracked Resources

Cat's Luck (1/day)

Dagger

Eagle-eye elixir, lesser

Healing potion, minor (1d8)

Leaper's elixir, lesser

Torch

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

Total Bulk Carried: 3.9, Unencumbered

+1 rapier	1
Backpack <Holds: 58 @ 1.8 blk>	-
Bedroll <In: Backpack>	L
Belt pouch <Holds: 2 @ 0.2 blk>	-
Belt pouch <Holds: 12 @ 0 blk>	-
Chalk x10 <In: Belt pouch>	-
Climbing kit <In: Backpack>	1
Crossbow	1
Dagger	L
Eagle-eye elixir, lesser	L
Explorer's clothing	L
Flint and steel <In: Belt pouch>	-
Hat of disguise	-
Healing potion, minor (1d8)	L
Leaper's elixir, lesser	L
Leather armor	1
Money	-
Rations (1 week) x2 <In: Belt pouch>	0.2
Rope (foot) x50 <In: Backpack>	L
Shortsword	L
Soap <In: Belt pouch>	-
Thieves' tools	L
Torch x5 <In: Backpack>	0.5
Waterskin <In: Backpack>	L

Experience & Wealth

Career Experience Points: 0 (0/0 to 2nd)

Current Cash: 4 gp, 8 sp

Background

- Nyru was born in a remote village in the Valashmai Jungle. This is also where he grew up.

- Since birth, he has always been curious and mischievous.

- He is kindhearted and loyal, loves harmony between friends unless there's a practical joke involved.

- When faced with conflict, his first instinct is to disappear and run, but if he is back into a corner or is standing up for someone who can't stand up for themselves, he will fight til the last breath!

- He would always choose to do good, especially to those who needed it most. On occasion, that might mean he would "borrow" something from someone who didn't need it as much as someone else.

- Nyru grew up as one of 6 kids in the family. He was the third youngest. He had an older sister, two older twin brothers and a younger brother and younger sister who were also twins.

- Father Brekkir; a hunter of both animals and precious stones, and traveling merchant.

- Mother Ora; Dead, killed by crazed group of lizardfolk war dinosaurs.

- Aunt (Mother's Sister) Vimina; cares for kids while Brekkir travels.

- Wears two short hanging obsidian stone earrings.

- Brand on right cheek. "Dar"; Khajiit language for "Thief".

- Tail cut off by crooked guards when imprisoned after being betrayed by traveling party.

- Uncle Zura (Brekki's brother); whole family lives in Usclaeth (treetop city) on the Arcadia Continent.

- Adulthood pilgrimage to Murraseth, ancient Ammurun city.

- Wears a talisman made from a chipped off piece of the ancient ruins in Murraseth.

Dar'Nyru – Abilities & Gear

Cat's Luck (1/day)

(Ancestry Feats Selection, Feat)

Traits: Catfolk, Fortune

[free]

Frequency once per day

Trigger You fail a Reflex saving throw.

You instinctively twist away from danger. You can reroll the triggering saving throw and use the better result.

Appears In: Advanced Player's Guide

Subtle Theft

(Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Thievery

When you successfully Steal something, observers (creatures other than the creature you stole from) take a –2 circumstance penalty to their Perception DCs to detect your theft. Additionally, if you first Create a Diversion using Deception, taking a single Palm an Object or Steal action doesn't end your undetected condition.

Titan Wrestler

(Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Athletics

You can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

Tumble Behind

(Class, Class Feats Selection, Feat, Rogue)

Traits: Rogue

You tumble under and behind your foe to catch them off guard. When you successfully Tumble Through, the foe whose space you passed through is flat-footed against the next attack you make before the end of your turn.

Appears In: Advanced Player's Guide

Hunting Catfolk

(Ancestry Heritage Selection)

Traits: Catfolk

You come from a long line of skilled hunters and trackers and have a particularly keen sense of smell. You gain imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine a creature's location, as explained on page 465 of the *Core Rulebook*. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Track a creature or object if you've smelled it before.

Appears In: Advanced Player's Guide

Land on Your Feet

(Catfolk, Race)

When you fall, you take only half the normal damage and don't land prone.

Low-Light Vision

(Catfolk, Race)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Scent (imprecise) 30 feet

(Ancestry Heritage Selection)

Scent involves sensing creatures or objects by smell, and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

Sneak Attack (1d6)

(Class, Rogue)

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the flat-footed condition (page 620) with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

Surprise Attack

(Class, Rogue)

You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Deadly d8

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm

You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Weapon Traits

Thrown 10 ft.

You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment specified in the weapon's Range entry.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Eagle-eye elixir, lesser

Traits: Alchemical, Consumable, Elixir
[1 action]

After you drink this elixir, you notice subtle visual details. For the next hour, you gain an item bonus to Perception checks that is greater when attempting to find secret doors and traps.

Lesser

The bonus is +1, or +2 to find secret doors and traps.

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Hat of disguise

Traits: Illusion, Invested, Magical

This ordinary-looking hat allows you to cloak yourself in illusions.

Activate 1 minute (Interact); **Frequency** once per day; **Effect** The hat casts a 1st-level *illusory disguise* spell on you. While setting up the disguise, you can magically alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Necromancy, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Minor

The potion restores 1d8 Hit Points.

Gear

Leaper's elixir, lesser

Traits: Alchemical, Consumable, Elixir
[1 action]

This tingly solution increases the elasticity and contraction of your leg muscles. For 1 minute after drinking this elixir, you can High Jump or Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Lesser

As above

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.