Voltarol		Chappie		Ehlon	na	None	Chaotic Evil	
Character Name		Player Name	Player Name Dei			Region	Alignment	
Rogue 7, Assassi	ie 7, Assassin 1 Elf (High) / Humanoid Med		Mediu	ım / 5 ft.	5' 5" / 97 lbs.	Low-Light	Voltare	
CLASS		RACE	SIZE /		ACE	HEIGHT / WEIGHT	VISION	140 mg Medicated
8 (8)	33700 / 36000	117	Male Blue			Blue		Diciolenac sodium
Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	EYES		HAIR	Points	
ABILITY NAME ABILITY EQUIP	PED ABILITY ABILITY PENALT	ſΥ		WOUNDS/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 16	RE MODIFIER DAMAGE	T HP	44					Walk 30 ft.
Strength		hit point						
DEX 20	+5	AC armor cla					0 + 0 + 0 + 0 +	Insight + 0 + 0 + 0 HISC
CON 11	+0		ATIVE +9		BONUS BONUS	0 +0 0	ILON .	
INT 14	+2	]	nodifier TOTA		MISS Arca CHANCE Sp	ane ARMOR SPELL ell CHECK RESIST		
WIS Wisdom 13	+1	Enci	umbrance	Light	TOTAL SK	ure PENALTY (ILLPOINTS: 106	SKILLS	MAX RANKS: 11/5.5
CHA Charisma	+1	i —			✓ Apprais	SKILL NAME		SKILL ABILITY RANKS MISC MODIFIER MODIFIER
SAVING THROWS	TOTAL BASE AE	BILITY MAGIC MISC	EPIC TEMP		<ul> <li>✓ Balance</li> </ul>		DEX	18 = 5 + 11 + 2
FORTITUDE		+0 + +0 + +0	) + +0 +		✓ Bluff		CHA	1 = 1
(constitution)					✓ Climb		STR	12 = 3 + 9
REFLEX (dexterity)	+12 = +7 + -	+5 + +0 + +0	) + +0 +		✓ Concen		CON	0 = 0
WILL	+3=+2++	+1++0++0	0++0+			rapmaking)	INT	6 = 2 + 4
(wisdom)						Intrained)	INT	2 = 2
	Conditio	nal Save Modi	fiore		<ul> <li>✓ Diploma</li> <li>Disable</li> </ul>	•	CHA INT	1 = 1 4 = 2 + 2
12 racial soving t	hrow bonus agains			-	✓ Disguis		CHA	4 = 2 + 2 12 = 1 + 9 + 2
0	0		•		✓ Escape		DEX	9 = 5 + 4
+2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.				✓ Forgery		INT	4 = 2 + 2	
against attacks in	• •					Information	CHA	1 = 1
	TOTAL	BASE ATTACK BONUS			✓ Heal		WIS	1 = 1
MELEE attack bonus	+8 =	+5	+ +3 + +0 +	+0 + 0 +	✓ Hide		DEX	14 = 5 + 9
RANGED	+10 =	+5	+ +5 + +0 +	+0+0+	<ul> <li>Intimida</li> </ul>	ate	CHA	1 = 1
attack bonus					✓ Jump		STR	5 = 3 + 2
GRAPPLE	+8 =	+5	+ +3 + +0 +	+0 + +0 +	<ul><li>✓ Listen</li><li>✓ Move S</li></ul>	ilently	WIS DEX	14 = 1 + 9 + 4 14 = 5 + 9
					Open L	,	DEX	9 = 5 + 4
*Vamp	iric Sickle +2	HAND Off-har		20/x2 5 ft.		(String Instruments)	CHA	3 = 1 + 2
TOTAL	ATTACK BONUS		DAMAGE			n (Untrained)	CHA	1 = 1
	+10		1d6+5		✓ Ride		DEX	5 = 5
Special Properties: S	teal 1d6 hit points, (Sicl	kle +2)			<ul> <li>Search</li> </ul>		INT	7 = 2 + 3 + 2
*Macc	of Unlife +3	HAND	TYPE SIZE (	CRITICAL   REACH	<ul> <li>Sense I</li> </ul>		WIS	5 = 1 + 4
		Primar	у В М	20/x2 5 ft.		of Hand	DEX	13 = 5 + 8
TOTAL	ATTACK BONUS		DAMAGE		✓ Spot		WIS	8 = 1 + 3 + 4
Special Properties: #	+11 it delivers the killing bl		1d8+6	o (full round	<ul> <li>✓ Surviva</li> <li>✓ Swim</li> </ul>	I	WIS	1 = 1
Special Properties: If it delivers the killing blow can cause victim to rise as a zombie (full round action). Controlled by wielder, up to 20HD can be controlled, (Mace +3 (Heavy))					✓ Swim Tumble		STR DEX	3 = 3 15 = 5 + 10
-		HAND				igic Device	CHA	3 = 1 + 2
S	hortbow	Carrie		20/x3 5 ft.	✓ Use Ro	0	DEX	9 = 5 + 4
Range: 30 ft.	To Hit			ge: 1d6			22/	= + +
60 ft.	120 ft.	180 ft.	240 ft.	300 ft.				= + +
TH         +10           Dam         1d6	+8	+6	+4	+2		✓: can be used untrain	ed. X: exclusive skills. *	: Skill Mastery.
Pauli 10b	1d6 420 ft.	1d6 480 ft.	1d6 540 ft.	1d6 600 ft.				
<b>360 ft.</b> <b>TH</b> +0	-2	-4	-6	-8				

. weapon is equipped 1HP- One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10

48         166-3           Longbow         Special Qualities           Range: 30         Term Her         Description         Special Qualities           Name         Term Her         Description         Special Qualities         Water to the term Her           Name         Term Her         Description         Special Qualities         Water to the term Her           Name         Term Her         Description         Term Her         Description			d (Short)	HAND Carried	TYPE SIZE P M	CRITIC/		creature with concealment or striking the limbs of a creature whose vitals are beyor reach.				
Longbow         File         Wates of 14         With and soft of 12         With and soft of 12 <th></th> <th colspan="2">TOTAL ATTACK BONUS +8</th> <th></th> <th></th> <th></th> <th></th> <th colspan="4">Special Qualities</th>		TOTAL ATTACK BONUS +8						Special Qualities				
Long         Converted         P         M         200.3         Str.           The first to be to		-				-						
Image is it         The iteration is iteration is iteration is iteration is iteration is iteration. The iteration is iteration is iteration is iteration is iteration is iteration. The iteration is iteration is iteration is iteration is iteration is iteration. The iteration is iteration is iteration is iteration is iteration is iteration. The iteration is iteration is iteration is iteration is iteration is iteration is iteration. The iteration is iteration is iteration is iteration is iteration is iteration is iteration. The iteration is iteration. The iteration is iteration. The iteration is iteration is iteration is iteration is iteration is iteration is iteration. The iteration is iteration		Long	gbow					Revised (v.3.5) Syste				
TH       +10       +50       +60       +2         Image: Interpolation of the set o	Ra		To Hit:					Reference Documer classes				
Dame         Total	тн											
Temp         Temp         Temp         Temp         Waters of 1           Crossbor Heleng         Consolution         P         MI 1970/2018         Research and the second se								shortbow, and short sword. Rogues are proficient with light armor, but not with shield				
Dame         Tele         Tele         Tele           CrossBoW Heams         CrossBoW Teless         CrossBoW TelessBoW Teless         CrossBoW TelessBoW Teless		600 ft.	700 ft.	800 ft.	900 ft.		1000 ft.					
Exclusion         Exclusion <t< th=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>Revised (v.3.5) Syste</td></t<>								Revised (v.3.5) Syste				
Closed within         Carried         P         M 1920/2         St.           and model	Dam	108	108	108	108			classes				
Bit method         Bit met		Crossb	OW (Hand)			-		Rogues (and only rogues) can use the Search skill to locate traps when the task ha				
TM       +10       +3       +6       +4       +2         Dam       144       144       144       144       144         Dam       144       144       144       144       144         Dam       144 <td></td> <td>30 ft</td> <td>60 ft</td> <td></td> <td></td> <td>19-20/&gt;</td> <td></td> <td>a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20,</td>		30 ft	60 ft			19-20/>		a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20,				
Inst         103         103         104         104         104           Image: trap. A magic trap. A magic trap. A magic trap. Borneally has a DC dI 25 + the level of the appendix has a DC dI 16 + the appendix	TH							higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the sp				
Text         Text <th< th=""><td>Dam</td><td></td><td></td><td></td><td>-</td><td></td><td></td><td></td></th<>	Dam				-							
Bain         164 <td>TH</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check ca</td>	TH							create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check ca				
Longsword         Heal         TYPE         EXE DRITECAL REACH           TOTAL ATTACK BONUS         DAMAGE         F.H.         Notes 15 and 162-002         F.H.           TOTAL ATTACK BONUS         DAMAGE         F.H.         At 2nd level and higher, a rogue can avoid even magical and unusual at great agilty. If the makes a successit as the mage in the benefit of evasion.         At 2nd level and higher, a rogue can avoid even magical and unusual at great agilty. If the makes a successit as the mage interm of the mage interm o								study a trap, figure out how it works, and bypass it (with her party) without disarming				
LONgsword         Carried         I         I         19-20/c2         51.           TOTALATCK BOWL         DAMAGE         Address         Address         Address           ITTACK BOWL         IDEA         IDEA         Address         Addres         Address         Address			•					•				
OTAL ATTACK BONUS     DAMAGE       +8     118+3       FEQUIPMENT     For a lagley. If the makes a successful sequence and work over magical and unusual at a great agily. If the makes a successful sequence takes in the makessful sequence takes in the makes a successful sequence		Long	sword					Revised (V.S.S) System Reference Document				
EQUIPMENT ITEM         LOCATION         OTY         WT/COST           Storm Fire Ring Devise the damage, invo.         Equipped         1         2/8,306           Wamprice Storket = 2         Equipped         1         2/8,306           Wamprice Storket = 2         Equipped         1         8/16,312           Wamprice Storket = 2         Equipped         1         8/16,312           Wamprice Storket = 2         Equipped         1         8/16,312           Wamisher Storket = 2         Equipped         1         8/16,312           Control (Explorer's)         Equipped         1         8/17           Control Time Hop         Equipped         0/0         1         8/16,312           Shortbow         Carried         1         2/100         1         8/17           Corpsbow (Hand)         Carried         1         2/100         1         2/100           Corpsbow (Chorn)         Carried         1         2/100         1         1           Corpsbow (Chorn)         Carried         1         2/100         1         1         1           Corpsbow (Chorn)         Carried         1         2/100         1         1         1         1         1		TOTAL ATT	ACK BONUS					classes				
IEQUIPMENT         TEM       Locarion or try wit7/COST         Storm Fire Ring       Commany deals half damage on a successful save, she instead takes on takes on a successful save, she instead takes on takes on a successful save, she instead takes on		4	+8		1d8-	+3		At 2nd level and higher, a rogue can avoid even magical and unusual attacks wi				
ITEM     LOCATION OTY     WT/COST       Stom Fire Nig     Equipped     1     0/0       Period to dispose the disposed file of the source on amode in the benefit of evalues.     Non amode in the benefit of evalues.       Vampiric Site dispose the disposed file of the source on amode in the benefit of evalues.     Non amode in the benefit of evalues.       Mace of Unite of a source on amode in the benefit of evalues.     Non amode in the benefit of evalues.       Mace of Unite of a source on amode in the benefit of evalues.     Non amode in the benefit of evalues.       Mace of Unite of a source on amode in the benefit of evalues.     Non amode in the benefit of evalues.       Det Kof Mary Things     Equipped 1     6 / 10 / 01       Mirror of Time Hop     Equipped 1     0 / 01       Mirror of Time Hop     Equipped 1     2 / 100       Locgae of the Mountebank     Carried 1     2 / 100       Longbow     Carried 1     2 / 100       Cape of the Mountebank     Carried 1     1 / 0 / 01       Nowner demander in the based on the sector was a source of gint.     Witards of the Corsts with lower and won merely pass on a source of source of the source o			FQI	JIPMENT				great agility. If she makes a successful Reflex saving throw against an attack th				
Storm Fire Ring     Equipped     1     0.10       Yampife Sitckle +2     Equipped     1     2.48.306       Mace of Unifie +3     Equipped     1     8.78.306       Mace of Unifie +3     Equipped     1     8.78.306       Leather betty ever care when it me as a same bell water stork. Unified by wells, as a same bell water stork. Unified by wells, as a same bell water stork. Unified by wells, as a same bell water stork. Unified and store of the same stork. Uniformatical water stork well water stork. Unified and store of the same stork. Unified water stork. The same stork of the same stork. Unified water stork. The same stork of the same stork. Unified water stork. The same stork of the same stork. Unified water stork. The same stork of the same stork. Unified water stork. The same stork of the same stork of the same stork. The same stork of the same stork of the same stork. The same stork of the same stork of the same stork. The same stork of the same stork. The same stork of the same stork. The same stork of the same stork of the same stork. The same stork of the same stork of the same stork. The same stork of the same stork of the same stork. The same stork of the same				-	CATION C	оту w	T/COST					
Event in the drop deas if a kanage, (Not)         Witzerds of the service is a kanage (Not)           Varmptic Sickle +2         Equipped 1         2 / 8.30           State of insprane, (Stack +3)         Reference D           Accord Unit (E+3)         Equipped 1         8 / 10.31           Cutifit (E+2) (Crer's)         Equipped 1         6 / 10.31           Cutifit (Explorer's)         Equipped 1         0 / 0           Short (Short)         Carried 1         2 / 100           Longsword         Carried 1         2 / 100           Corssbow (Hand)         Carried 1         1 / 0 / 0	Storm											
State is thrown in state is the line of the set is a content of universe is the set is the				_				5				
Mace of Unlife +3       Equipped       1       6/18.312         It closers be time boro crose wite the ise a zorbed full ore datably. Controlled ty welter, up zorbet       The mannity to magic steep effects, and a +2 racial saving throw born ender without steep effects.         Learning to concern wite the ise a zorbet of the sea zorbet of the zorbet of zorbe				Eq	uipped	1 2	2/8,306	Revised (v.3.5) Syste				
In taken set with go are caused within the set a zonde plut fund a doin 1. Controlled by weaker, up 2010 Leafther				Eq	uipped	1 8	/ 18,312	Reference Documer				
Control         Equipped         1         15/10           Cutif (Explorer's)         Equipped         1         61/0           Varisher's Cloak         Equipped         0/0           Stature, water investities         Equipped         0/0           Deck of Many Things         Equipped         0/0           Mirror of Time Hop         Equipped         0/7           Shortbow         Carried         2/10           Crossbow (Hand)         Carried         2/10           Longbow         Carried         2/10           Crossbow (Hand)         Carried         2/10           Longbow         Carried         1         0/0           Crossbow (Hand)         Carried         1         0/0           Crossbow (Hand)         Carried         1         0/0           Construction of the Mountebank         Carried         1         0/0           Construction of the Mountebank         Carried         1         0/0           Corport AL WEIGHT CARRIED/VALUE         38.5 bis.         36.85889           WEIGHT ALLOWANCE         Weight vision can ese outhors on a moonlit night as well as they outhows any investage of the Mountebank           Cormon, Draconic, Elven, Gnome         Prestig <t< th=""><td>If it delive</td><td>ers the killing blow ca</td><td>an cause victim to rise as a</td><td></td><td></td><td></td><td></td><td></td></t<>	If it delive	ers the killing blow ca	an cause victim to rise as a									
Outfit (Explorer's)       Equipped       4       8 / 0         Vanisher's Cloak       Equipped       1       0 / 0         Vanisher's Cloak       Equipped       1       0 / 0         Statese, wroon investigence       Equipped       1       0 / 0         Deck of Many Things       Equipped       0.579000       Eventse       Eventse       Eventse       Shortbow       Carried       2 / 30         Sword (Short)       Carried       1       2 / 30       States, wroon instem, see water anilar with hees weapons.       States, wroon instem, see water anilar with hees weapons.       States, wroon instem, see water anilar with hees weapons.       States, wroon instem, see water anilar with hees weapons.       States, wroon instem, see water anilar with hees weapons.       States, wroon instem, see water anilar with hees weapons.       States, wroon instem, see water anilar with hees weapons.       States, wroon instem, see water anilar with hees weapons.       States, wroon instem, see water anilar with weapons the instem on a see water anilar with weapons the instem on a moon ill wroon instem, see water anilar with hees weapons.       Longsword (Longsword (Longsw			(Heavy))	Ea	uipped	1	15/10	Low-light Vision: An elf can see twice as far as a human in starlight, moonligh				
Vanisher's Cloak       Equipped       1       0 / 0         Detwork window invanishes       Equipped       1       0 / 0         Detwork window invanishes       Equipped       1       0 / 0         Mirror of Time Hop       Equipped       1       0 / 0         Shortbow       Carried       1       2 / 10         Longbow       Carried       1       2 / 10         Longbow       Carried       1       2 / 10         Longsword       Carried       1       2 / 10         Cospe of the Mountebank       Carried       1       0 / 0         Cospeo of the Mountebank       Carried       1       0 / 0         Viete IGHT CARRIEDVALUE       38,5.858gp       Special Attack sold of make, special at the senseme to use humage to the demotem dato grad one previous of the demotem data grad one demotem data grad one previous of the dem								torchlight, and similar conditions of poor illumination. She retains the ability				
balances         Equipped         1         0.7.0           Mirror of Time Hop         Equipped         1         0.7.0           Shorthow         Carried         2.7.30           Shorthow         Carried         2.7.30           Soword (Short)         Carried         3.7.75           Crossbow (Hand)         Carried         1         4.7.15           Congeword         Carried         1         4.7.15           Carge of the Mountebank         Carried         1         4.7.15           Consormant, Busten Bearsbaw, Release being active the wage to the sa as source of light. Carried at 1         0.7.0         1           Constraint, Carge of the Mountebank         Carried         1         0.7.0         Reference D           Constraint, Busten Bearsbaw, Release being actual theore an estimater, attender to actual theore and actual the												
Deck of Many Things     Equipped     1     0 / 0       Mirror of Time Hop     Equipped     1     0 / 5 / 9,000       Shortbow     Carried     1     2 / 30       Sword (Short)     Carried     1     2 / 10       Longbow     Carried     1     2 / 10       Longbow     Carried     1     2 / 100       Longbow     Carried     1     4 / 15       Crossbow (Hand)     Carried     1     0 / 0       Consequence     Carried     1     0 / 0       Consequence     Carried     0 / 0     Reference D       Cape of the Mountebank     Carried     0 / 0     Reference D       CorrOtAL WEIGHT CARRIED/VALUE     38.5 lbs.     35.805gp       Weile Height ref anguages     Weile Height ref anguages     Gomone       With ref anguages     MONEY     Total= 0 gp       MAGIC     Weizerds of the Coaster     Reference D       MAGIC     Witzards of the Coaster     Reference D       Death Attack     [Wizards of the Coaster     Reference D       Reference D     Special Attacks     [Wizards of the Coaster       Carle of the Special Attacks     [Wizards of the Coaster       DC 12     Special Attacks cancer anguing is the Ability to cast a number of acta datage is shithowis a special on the bab								longsword, rapier, longbow (including composite longbow), and shortbow (including				
Shortbow       Carried       1       2/30         Sword (Short)       Carried       1       2/10         Congbow       Carried       1       2/10         Crossbow (Hand)       Carried       1       2/100         Longsword       Carried       1       2/100         Corssbow (Hand)       Carried       1       2/100         Carried       1       2/100       New Edge of the Mountebank       Carried       1       0/10         Conservent, this bright red and got care allows the water to use the mage of the dimension aft bidetimens, (Edwald)       New Edge of the Mountebank       Witizards of the Mountebank       Carried       1       0/10         On commant, this bright red and got care allows the water to use the mage of the dimension aft bidetimens, (Edwald)       Song as even the initios:       Nour care see 2x as far as humans in low illumination. Characters with low-light vision can see so contions. A spelicaster with low-light vision can see so contions. A spelicaster with low-light vision can see so contions. A spelicaster with low-light vision can see so contions. A spelicaster with low-light vision can see so contions. A spelicaster with low-light vision can see so contions. A spelicaster with low-light vision can see so contions. A spelicaster with low-light vision can see so continue to with low-light vision can see withe stand so cont on so contis an umber of arcco				Eq	uipped	1	0/0	composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archer				
Since Control Carried 1 2/10 Longbow Carried 1 4/15 Cape of the Mountebank Carried 1 0/0 more than the data task to durinate, CCM TOTAL WEIGHT CARRIED/VALUE 38.5 lbs. 35,858gp TOTAL WEIGHT ALLOWANCE WEIGHT ALLOWANCE Lift over head 230 Lift off ground 460 Push / Drag 1150 MONEY Total= 0 gp MAGIC Carried 1 40/15 MONEY Total= 0 gp MAGIC Common, Draconic, Elven, Gnome Death Attack (all attacks) Death Attack Soft (v.3.5) System Reference Document, Prestige Classes DC 12 Sneak Attack +5d6 (Wizards of the Coast Revised (v.3.5) System Reference Document, Prestige Classes DC 12 Sneak Attack +5d6 (Wizards of the Coast Revised (v.3.5) System Reference Document, Prestige Classes DC 12 Sneak Attack +5d6 (Wizards of the Coast Revised (v.3.5) System Reference Document, Prestige Classes DC 12 Sneak Attack +5d6 (Wizards of the Coast Revised (v.3.5) System Reference Document, Prestige Classes DC 12 Sneak Attack +5d6 (Wizards of the Coast Revised (v.3.5) System Reference Document, Prestige Classes DC 12 Sneak Attack +5d6 (Wizards of the Coast Revised (v.3.5) System Reference Document, Prestige Classes DC 12 Sneak Attack +5d6 (Wizards of the Coast Revised (v.3.5) System Reference Document, Prestige Classes Revised (v.3.5) System Reference Document, Reference Documen	-			Eq	1.11							
SW070 (Sh0ft)       Carried       1       2/10         Crossbow (Hand)       Carried       1       2/10         Longsword       Carried       1       2/10         Crossbow (Hand)       Carried       1       2/10         Cope of the Mountebank       Carried       1       0/10         Conservation       Special Attacks       Death Attack       WeIGHT ALLOWANCE         With or Medium 153       Heavy 120       Death Attack       Interference D         MONEY       Total= 0 gpt       Prestig       Prestig         MAGIC       Interference D       Interference D       Prestig         Death Attack       Special Attacks       Interference D       Interference D         DC 12       Prestig       Reference D       <				С	arried	1						
Longsword Carried 1 3/75 Crossbow (Hand) Carried 1 2/100 Longsword Carried 1 4/15 Cape of the Mountebank Carried 1 0/0 rotenmark, their de dagage alwes the wear to use the mage of the damension or great and the despense, the lawes behave a low and the most featmation. (Ex) Revised (v.3. Reference D Use of the Mountebank Carried 1 0/0 TOTAL WEIGHT ALLOWANCE Lift over head 230 Lift off ground 460 Push / Drag 1150 MONEY Total= 0 gp MAGIC	Sword	d (Short)		C	arried	1	2/10	were actively looking for it. An elf's senses are so keen that she practically has a six				
Longsword       Carried       1       4/15         Cape of the Mountebank       Carried       1       0/0         commund, this thy that and adding and sense water to use the major to the demand one sense at and the sense to the demand one sense at a sense to be as a source of light. Low-light vision is color visio	Long	bow		С	arried	1	3/75					
Cape of the Mountebank       Carried 1       0 / 0         Cape of the Mountebank       Carried 1       0 / 0         On command, this bight and gold cape allows the water to use the magic of the demain of the set magic of the demain of the deman of the demain of the demain of the demain	Cross	sbow (Hand)		С	arried	1	2 / 100					
Cape of the Mountebank       Carried       1       0 / 0         o commard, this bight red angold cape allows the warer to use the magnet of the dimension at the destination. (Close)       A       You can see 2x as far as humans in low illumination. Characters with low-fight vision is concerned, this weak to use the magnet of the dimension at the destination. (Close)         Image: Total WeiGHT CARRIED/VALUE       35,858gp       Stassing and the destination at the destination. (Close)         Image: Light 76       Medium       153       Heavy       230         Int over head       230       Lift off ground       460       Push / Drag       1150         MONEY       Total= 0 gp       Medica       Wizards of the Revised (v.3.       Revised (v.3.         MAGIC       Image: Common, Draconic, Elven, Gnome       Wizards of the Cast as pell, an assassin gains the ability to cast a number of arco to cast as pell, an assassin gains the ability to cast a number of arco to cast as pell, an assassin gains the ability to cast a number of arco to cast as pell, and assassin gains the ability to cast a number of arco to cast as pell, and assassin sins the ability to cast a pell level. The assassin binetilgence borus assassin gains the ability to cast a number of arco to cast as pell, and assassin spell level the assassin intelligence borus assassin gains the ability to cast a pell level. The assassin sheet admarge any time your target. This extra damage any time your target would be denied a Dexterity borus of the cast as and attack, the aste damage in stread of lethial damage. You cannot that deals lethal damage to deal on neithel damage in stenek at	Longs	sword		С	arried	1	4 / 15	Revised (v.3.5) Syste				
Div dommad, this bright end and gold cape allows, appearing in a line table at the destrantion. (Converting the second capes) and the second at the destrantion. (Converting the second capes) and the second capes and the second cap						-						
TOTAL WEIGHT CARRIED/VALUE       38.5 lbs.       35,858gp         WEIGHT ALLOWANCE         Light 76       Medium 153       Heavy 230         Lift over head       230       Lift off ground 460       Push / Drag       1150         MONEY       Total= 0 gp       Poison Use (Ex)       Wizards of the Revised (v.3.3)         Reference D       Common, Draconic, Elven, Gnome       Prestig         Other Companions       Wizards of the Coast-Revised (v.3.5) System Reference D coument, PrestigeClasses         Death Attack       [Wizards of the Coast-Revised (v.3.5) System Reference D coument, PrestigeClasses         DC 12       [Wizards of the Coast-Revised (v.3.5) System Reference D coument, PrestigeClasses         Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or AC, whether the target actually has a Dekterity bonus or AC, in the target actually has a Dekterity bonus or AC, whether the target actually has a Dekterity bonus or AC, in the target actually has a backet on a sinak attack, so only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can take theta deals extra damage is to deal honlethal damage in a sneak attack, hat deals nonlethal damage in a sneak attack, h	On comn day. Whe	mand, this bright red en he disappears, he	and gold cape allows the e leaves behind a cloud of	wearer to use the m smoke, appearing it	agic of the dimen n a similar fashior	nsion door sp n at his dest	oell once per ination., (Cloak)	have eyes that are so sensitive to light that they can see twice as far as normal in di				
WEIGHT ALLOWANCE         Light       76       Medium       153       Heavy       230         Lift over head       230       Lift off ground       460       Push / Drag       1150         MONEY       Total= 0 gp       With low-light vision can see outdoors on a moonlit night as well as they of the day.         MONEY       Total= 0 gp       With low-light vision can see outdoors on a moonlit night as well as they of the day.         MAGIC       Money       Prestig         Languages       Other Companions       Prestige         Death Attack       [Wizards of the Coast Revised (v.3.5) System Reference D Comment, PrestigeClasses       PrestigeClasses       Deschild and damage instead of lethal damage is 5d6. Should you score a critical hit with a sneka tatack, this extra damage is 5d6. Should you score a critical hit with a sneka tatack, that deals nonlethal damage in a sneak attack, that deals lethal damage is deal of lethal damage. You cannot use a weapon that deals lethal damage is deal of lethal damage. You cannot use a weapon that deals lethal damage is deal of lethal damage. You cannot use a weapon that deals lethal damage is deal onlethal damage. You cannot use a weapon that deals lethal damage is deal onlethal damage. You cannot use a weapon that deals lethal damage is deal of lethal damage. You cannot use a weapon that deals lethal damage is deal onlethal damage. You cannot use a weapon that deals lethal damage is deal onlethal damage. You cannot that deals letha								light. Low-light vision is color vision. A spellcaster with low-light vision can read a scrol as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during				
Lift over head       230       Lift off ground       460       Push / Drag       1150         MONEY       Total= 0 gp         MAGIC       Prestig         Languages       Common, Draconic, Elven, Gnome         Other Companions       Prestig         Special Attacks       Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses         Dc 12       Sneak Attack +5d6         Sneak Attack +5d6       Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses         Your attack deals extra damage any time your target would be denied a Destrictly bonus to AC (whether the target a dualing has a Destrictly bonus to AC (whether the target a dualing has a Destrictly bonus to AC (whether the target a dualing in Solud you score a critical hit with a snek attack, that deals nonlethal damage is not multiplied. Range is not multiplied.			WEIGHT	ALLOWAN	JCF							
Lift over head       230       Lift off ground       460       Push / Drag       1150         MONEY       Total= 0 gp       MAGIC       Prestig         MAGIC       Languages       Prestig         Common, Draconic, Elven, Gnome       Special Attacks       Perstig         Other Companions       Special Attacks       Prestig         Death Attack       [Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses]       Spells have a DC of 10 + spell level + the assassin son with an Intelligence score for that spell evel. The spell list appears below. An assassin cast spells yet as a bard does. Upon void be entitled to based on his Intelligence score for that spell evel. The spell list appears below. An assassin cast spell yet as a bard does. Upon void be entitled to based on his Intelligence score for that spell evel. The spell list appears below. An assassin cast spell yet as a bard does. Upon void be entitled to based on his Intelligence score for that spell evel. The spell list appears below. An assassin cast spell yet as a bard does. Upon void be entitled to based on his Intelligence score for that spell evel. The spell list appears below. An assassin cast spell yet as a bard does. Upon void be entitled to based on his Intelligence score for that spell evel. The spell list appears below. An assassin spell the assassin can cast. Arevised (v.3.5) System Reference Document Revised to v.3.5) System Reference Document Revised to v.3.5) System Reference Document Revised word as cast account as smeak attack, this extra damage is not multiplied. Ranged attacks can count as seak attack hat deals extra damage is not multiplied. Ranged attacks can count as seak attack, hat deals nonlethal damage in a sn		Light 7	_			v 230						
MONEY       Total= 0 gp         MONEY       Total= 0 gp         MAGIC       Prestig         Languages       (Wizards of th         Common, Draconic, Elven, Gnome       Prestig         Other Companions       Prestig         Death Attack       [Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses         DC 12       [Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses         Sneak Attack +566       [Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses         Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus to AC (whether the target actually has a Dexterity bonus to AC (whether the target actually has a Dekterity bonus to AC (whether the target actually has a Dekterity bonus or not), or when the you flank your attraget. This extra damage is not multiplied. Ranged attacks can count as sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attack, this extra damage is deal nonlethal damage. You canna make a sneak attack that deals nonlethal damage in a sneak attack, this extra damage is deal nonlethal damage. You canna make a sneak attack that deals nonlethal damage is no sneak attack.	Lif	-					-	-				
Total= 0 gp         Prestig         MAGIC         MAGIC         Languages Common, Draconic, Elven, Gnome         Common, Draconic, Elven, Gnome         Special Attacks         Death Attack       IVizards of the Coast Revised (v.3.5) System Reference Document PrestigeClasses         DC 12         Sneak Attack +506       IVizards of the Coast Revised (v.3.5) System Reference Document PrestigeClasses       Sneak Attack +506       IVizards of the Coast Revised (v.3.5) System Reference Document PrestigeClasses         Your attack deals extra damage any time your target would be denied a Dexterity borus to AC (whether the target actually has a Dexterity borus or not), or when the you flank your target. This extra damage is 566. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can court as sneak attacks only if the target is within 30 feet. With a sag (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage in stead of lethal damage. You can make a sneak attack that deals nonlethal damage in a sneak attack       Summe assessin she deal nonlethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage. You cannot use a weapon that deals lethal damage. The stack damage				•			<u> </u>	Revised (v.3.5) Syste				
MAGIC       Wizards of th         Languages       Common, Draconic, Elven, Gnome         Other Companions       Prestige         Death Attack       [Wizards of the Coast-Revised (v.3.5) System Reference Document, PrestigeClasses         DC 12       [Wizards of the Coast-Revised (v.3.5) System Reference Document, PrestigeClasses         Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the your flank your target. This extra damage is 566. Should you score a critical thi with a sneak attack, this extra damage is ont multiplied. Ranged attacks can count as sneak attacks as aseak attack that deals nonlethal damage in a sneak attack.			IV	IONEY			Totol_ 0 an	Reference Documer				
Interference D       Reference D         Death Attack       [Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses]       Beginning at 1st level, an assassin must have an Intelligence score of at least 10 + level, so an assassin must have an Intelligence score of at least 10 + level, so an assassin must have an Intelligence score of at least 10 + level, so an assassin must have an Intelligence assaving throws aga spells have a DC of 10 + spell level + the assassin's Intelligence bonus. assassin gets 0 spells per day of a given spell level he gains only the bonus would be entitled to based on his Intelligence score for that spell level. The spell list appears below. An assassin casts spells just as a bard does. Upon the level, at every even-numbered level after that (8th and 10th), an ass echose to learn a new spell in place of one he already knows. The new s must be the same as that of the spell being exchanged, and it must be a levels lower than the highest-level assassin spell the assassin can cast. An every our attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage in a sneak attack,							Total= 0 gp	PrestigeClasse				
Languages Common, Draconic, Elven, Gnome       Reference D Prestig         Other Companions       Other Companions         Death Attack       [Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses]       Beginning at 1st level, an assassin must have an Intelligence score of at least 10 + level, so an assassin must have an Intelligence, and saving throws aga spells have a DC of 10 + spell level + the assassin's Intelligence bonus. assassin gets 0 spells per day of a given spell level he gains only the bonus would be entitled to based on his Intelligence score for that spell level. The spell list appears below. An assassin casts spells just as a bard does. Upon 6th level, at every even-numbered level after that (8th and 10th), an assa choose to learn a new spell in place of one he already knows. The new sp must be the same as that of the spell being exchanged, and it must be at levels lower than the highest-level assassin spell the assassin can cast. An attack, this extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack.       Norther for the spell here and the damage in the spell prestigeClasses			Ν	MAGIC				Revised (v.3.5) Syste				
Prestig         Common, Draconic, Elven, Gnome         Other Companions         Death Attack         Special Attacks         Death Attack       [Wizards of the Coast- Revised (v.3.5) System Reference Document, PrestigeClasses]         DC 12       Common, Draconic, Elven, Gnome         Sneak Attack +5d6       [Wizards of the Coast- Revised (v.3.5) System Reference Document]         Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is soft. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks, only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack,       Prestige			La	nguages				Reference Docume				
Other Companions         Special Attacks         Image: Companions         Image: Companions         Special Attacks         Image: Companions					Gnome			PrestigeClasse				
Special Attacks         Death Attack       [Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses]         DC 12       [Wizards of the Coast Revised (v.3.5) System Reference Document, PrestigeClasses]         Sneak Attack +5d6       [Wizards of the Coast Revised (v.3.5) System Reference Document]         Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is non multiplied. Ranged attacks can count as sneak attack only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals lethal damage to deal nonlethal damage in a sneak attack,	L							Beginning at 1st level, an assassin gains the ability to cast a number of arcane spel				
Special Attacks       [Wizards of the Coast-Revised (v.3.5) System Reference Document, PrestigeClasses]       Assassin bonus spells are based on Intelligence, and saving throws aga spells have a DC of 10 + spell level + the assassin's Intelligence bonus. assassin gets 0 spells per day of a given spell level he gains only the bonus would be entitled to based on his Intelligence score for that spell level. The spell list appears below. An assassin casts spells just as a bard does. Upon 6th level, at every even-numbered level after that (8th and 10th), an asses the entitled to based on he already knows. The new spell list appears below. An assassin can cast. An event even a new spell in place of one he already knows. The new spell hevel the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is soft. Should you score a critical hit with a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack.			Other	Companior	IS							
Death Attack       [Wizards of the Coast-Revised (v.3.5) System Reference Document, PrestigeClasses]       spells have a DC of 10 + spell level + the assassin's Intelligence bonus.         DC 12       PrestigeClasses]         Sneak Attack +5d6       [Wizards of the Coast-Revised (v.3.5) System Reference Document]         Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is soft. Should you score a critical hit with a sneak attack that deals nonlethal damage in tead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage in a sneak attack, that deals lethal damage to deal nonlethal damage i							Assassin bonus spells are based on Intelligence, and saving throws against the					
Image: Construction of the construc						zards of	spells have a DC of 10 + spell level + the assassin's Intelligence bonus. When the					
PrestigeClasses] DC 12 Sneak Attack +5d6 [Wizards of the Coast- Revised (v.3.5) System Reference Document] Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage in stead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack,								assassin gets 0 spells per day of a given spell level he gains only the bonus spells h				
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Revised (v.3.5) System Reference Document] Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack,					nw:-	zarde of	the Coast	choose to learn a new spell in place of one he already knows. The new spell's lev				
Reference Document] Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack,	oncar							must be the same as that of the spell being exchanged, and it must be at least to				
bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 5d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack,					Re	ference	Document]	pereis iower man me nignest-ievel assassin spell me assassin can cast. An assass				
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make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack,												
not even with the yound. A popular, You can apoply attack only living another with		use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with										
		discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures										
lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable	lack vi	ital areas to at	tack. Any creature	that is immun	e to critical h	nits is no	t vulnerable					
to sneak attacks. You must be able to see the target well enough to pick out a vital												
spor and must be able to reach such a sport for cannot sheak attack write striking a	spot a	pot and must be able to reach such a spot. You cannot sneak attack while striking a										

may swap only a single spell at any given level, and must swap the spell at the same time that he gains new spells b	
Trap Sense +2 (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Vou goin on intuitive conce that clotte you to denger from	•
You gain an intuitive sense that alerts you to danger from on Reflex saves made to avoid traps and a +2 dodge b made by traps.	
Uncanny Dodge (Ex)	[Wizards of the Coast -
Uncarring Douge (Lx)	Revised (v.3.5) System Reference Document]
Character retains their Dexterity bonus to AC (if any) estruck by an invisible attacker. However, they still loses I immobilized.	
Weapon and Armor Proficiency	[Wizards of the Coast -
	Revised (v.3.5) System Reference Document, PrestigeClasses]
Assassins are proficient with the crossbow (hand, light, o	
dart, rapier, sap, shortbow (normal and composite), and proficient with light armor but not with shields.	short sword. Assassins are
Feats	
Alertness	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You get a +2 bonus on all Listen checks and Spot check	κs.
Deceitful	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You get a +2 bonus on all Disguise checks and Forgery	checks.
Improved Initiative You get a +4 bonus on initiative checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
Martial Weapon Proficiency (Longbow, Longsword,	[Wizards of the Coast -
Rapier, Shortbow)	Revised (v.3.5) System Reference Document, Featsl
Choose a type of martial weapon. You understand how weapon in combat.	
Drefielersie	
Proficiencies	
Boulder, Club, Crossbow (Hand), Crossbow (Heav Dagger, Dagger (Punching), Dart, Gauntlet, Gauntl Javelin, Longbow, Longspear, Longsword, Mace (H Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Sling, Spear, Spells (Ray), Spells (Touch), Sword (S	et (Spiked), Grapple, Heavy), Mace (Light), Shortspear, Sickle,
Templates	
Base Race Type	
Base Race Type ~ Humanoid	

## Assassin Spells

LEVEL	0	1	2	3	4
KNOWN	-	2	-	-	—
PER DAY	-	1	-	_	-

Name	School	Time	Duration	Range	Source
Disguise Self	Illusion (Glamer)	1 standard action	10 minutes [D]	Personal	RSRD:SpellsD-E
[V, S] TARGET: You; EFFECT: Changes your appearance. [SR:No]					
True Strike	Divination	1 standard action	See text	Personal	RSRD:SpellsT-Z
[V, F] TARGET: You; EFFECT: +20 on your next attack roll. [SR:No]					

\* =Domain/Speciality Spell

## Voltarol

VUILAIUI	
Elf (High)	
RACE	
117	
AGE	
Male	
GENDER	
Low-Light	
VISION	전 명이 많이 다 가지 않는 것을 하는 것이 없다.
Chaotic Evil	Voltarof 👔
ALIGNMENT	
Right	
DOMINANT HAND	
5' 5"	140 mg Medicated Plaster
HEIGHT	
97 lbs.	Diciolenac sodium
WEIGHT	
Blue	
EYE COLOUR	
SKIN COLOUR	Anti-Inflammatory action
Blue,	Effective relief of muscle pain
HAIR / HAIR STYLE	Elective relief of muscle pain
PHOBIAS	
FIODIAS	
, PERSONALITY TRAITS	
	12h
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	P/2 17 10 0
RESIDENCE	
LOCATION	
None	
REGION	
Ehlonna	
DEITY	
Humanoid	
Race Type	

## Race Sub Type Description: Biography: