



Black Widow

LN Female human martial disciple rogue 1

Human, Humanoid, Lawful, Medium, Neutral
Deity: **Irori**; Age: **32**; Height: **5' 7"**; Weight: **131 lb.**
Speed: **25 ft.**, Languages: Common, Elven

Hit Points	Hero Points
17	3 1

Str	Dex	Con	Int	Wis	Cha
+1	+4	+1	+0	+2	+1

12 Str
 18 Dex
 12 Con
 10 Int
 14 Wis
 12 Cha

<input type="checkbox"/>	PERCEPTION	+7_E	= +5 _{Base} +2 _{Wis} +0 _{Misc}
<input type="checkbox"/>	FORTITUDE	+4_T	= +3 _{Base} +1 _{Con} +0 _{Misc}
<input type="checkbox"/>	REFLEX	+9_E	= +5 _{Base} +4 _{Dex} +0 _{Misc}
<input type="checkbox"/>	WILL	+7_E	= +5 _{Base} +2 _{Wis} +0 _{Misc}
<input type="checkbox"/>	AC	18_T	= +13 _{Base} +4 _{Dex} +1 _{Misc}

Leather (Trained)

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

Dagger (Trained)

Melee: **+7/+3/-1** (1d4+1 P/S, Crit 2d4+2 P/S)
Ranged (10 ft.): **+7/+3/-1** (1d4+1 P/S, Crit 2d4+2 P/S)
Traits: versatile S, agile, finesse, thrown 10 ft.

Hand crossbow (Trained)

Ranged (60 ft.): **+7/+2/-3** (1d6 P, Crit 2d6 P)

Traits:

Special Abilities

Scoundrel

Feint: flat-footed vs. your melee attacks until end of your next turn. Feint crit: vs. all atk instead

Sneak Attack (1d6)

If Strike flat footed foe with agile/finesse weapon or ranged attack, deal extra damage.

Surprise Attack

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

Feats

Cooperative Nature [Ancestry Feats]

+4 circumstance bonus on checks to Aid.

Twin Feint [Class Feats]

You make a dazzling series of attacks with both weapons, using the first attack to throw your foe off guard against a second attack at a different angle. Make one Strike with each of your two melee weapons, both against the same target. The

Titan Wrestler [Skill Feats]

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

Quick Jump

A single action to use High Jump or Long Jump and do not need an initial Stride.

Tracked Resources

Dagger	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>



Skills

<input type="checkbox"/>	+7_T Acrobatics _{Dex}
<input type="checkbox"/>	+0_U Arcana _{Int}
<input type="checkbox"/>	+4_T Athletics _{Str}
<input type="checkbox"/>	+3_T Cold Terrain Lore _{Int}
<input type="checkbox"/>	+0_U Crafting _{Int}
<input type="checkbox"/>	+4_T Deception _{Cha}
<input type="checkbox"/>	+4_T Diplomacy _{Cha}
<input type="checkbox"/>	+4_T Intimidation _{Cha}
<input type="checkbox"/>	+5_T Medicine _{Wis}
<input type="checkbox"/>	+5_T Nature _{Wis}
<input type="checkbox"/>	+0_U Occultism _{Int}
<input type="checkbox"/>	+1_U Performance _{Cha}
<input type="checkbox"/>	+2_U Religion _{Wis}
<input type="checkbox"/>	+3_T Society _{Int}
<input type="checkbox"/>	+7_T Stealth _{Dex}
<input type="checkbox"/>	+5_T Survival _{Wis}
<input type="checkbox"/>	+7_T Thievery _{Dex}
<input type="checkbox"/>	+3_T Warfare Lore _{Int}

Gear (Encum: 6 bulk, Over: 11 bulk)

Total Bulk Carried: 3.5, Unencumbered

Backpack (empty)	L
Bedroll	L
Belt pouch (empty)	-
Belt pouch (empty)	-
Chalk x10	-
Climbing kit	1
Dagger x2	0.2
Flint and steel	-
Hand crossbow	L
Leather	1
Money	-
Rations (1 week) x2	0.2
Rope (foot) x50	L

Gear

Sheath (empty)	-
Sheath (empty)	-
Soap	-
Thieves' tools	L
Torch x5	0.5
Waterskin	L

Experience & Wealth

Experience Points: **0** (2nd @ 1,000)
Current Cash: **1 gp; 22 sp; 9 cp**