

Black Widow

LN Female human martial disciple rogue 5

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
53	3 1

Str	Dex	Con	Int	Wis	Cha
+2	+4	+1	+1	+3	+2

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

<input type="checkbox"/>	PERCEPTION	+12_E	= +9_{Base} +3_{Wis} +0_{Misc}
<input type="checkbox"/>	FORTITUDE	+8_T	= +7_{Base} +1_{Con} +0_{Misc}
<input type="checkbox"/>	REFLEX	+13_E	= +9_{Base} +4_{Dex} +0_{Misc}
<input type="checkbox"/>	WILL	+12_E	= +9_{Base} +3_{Wis} +0_{Misc}
<input type="checkbox"/>	AC	22_T	= +17_{Base} +4_{Dex} +1_{Misc}

Leather (Trained)

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

Dagger (Expert)

Melee: **+13/+9/+5** (1d4+2 P/S, Crit 2d4+4 P/S)
 Ranged (10 ft.): **+13/+9/+5** (1d4+2 P/S, Crit 2d4+4 P/S)
 Traits: versatile S, agile, finesse, thrown 10 ft.

Fist (Expert)

Melee: **+13/+9/+5** (1d6+2 B, Crit 2d6+4 B)
 Traits: nonlethal, agile, finesse, unarmed

Hand crossbow (Expert)

Ranged (60 ft.): **+13/+8/+3** (1d6 P, Crit 2d6 P)
 Traits:

Special Abilities

Deny Advantage

Not flat-footed vs. hidden/undetected/flanking foes unless they are higher level or using surprise attack.

Powerful Fist

You don't take the -2 penalty when making a lethal attack with a nonlethal unarmed attack.

Scoundrel

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

Sneak Attack (2d6)

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

Clever Improviser [Ancestry Feats]

Attempt skill actions that normally require you to be trained, even if you are untrained.

Cooperative Nature [Ancestry Feats]

+4 circumstance bonus on checks to Aid.

Tiger Stance [Basic Kata]

Stance: can Step 10 feet as long as your Speed is at least 20 feet, claws do persistent bleed damage on critical.



Skills

<input type="checkbox"/>	+13_E	Acrobatics	Dex
<input type="checkbox"/>	+3_U	Arcana	Int
<input type="checkbox"/>	+11_E	Athletics	Str
<input type="checkbox"/>	+8_T	Cold Terrain Lore	Int
<input type="checkbox"/>	+8_T	Crafting	Int
<input type="checkbox"/>	+11_E	Deception	Cha
<input type="checkbox"/>	+9_T	Diplomacy	Cha
<input type="checkbox"/>	+11_E	Intimidation	Cha
<input type="checkbox"/>	+10_T	Medicine	Wis
<input type="checkbox"/>	+10_T	Nature	Wis
<input type="checkbox"/>	+8_T	Occultism	Int
<input type="checkbox"/>	+4_U	Performance	Cha
<input type="checkbox"/>	+5_U	Religion	Wis
<input type="checkbox"/>	+8_T	Society	Int
<input type="checkbox"/>	+13_E	Stealth	Dex
<input type="checkbox"/>	+10_T	Survival	Wis
<input type="checkbox"/>	+11_T	Thievery	Dex
<input type="checkbox"/>	+8_T	Warfare Lore	Int

Feats

Basic Kata [Class Feats]

You gain a 1st- or 2nd-level monk feat.

Monk Dedication [Class Feats]

You become trained in unarmed attacks and gain the powerful fist class feature (page 156). You become trained in your choice of Acrobatics or Athletics; if you are already trained in both of these skills, you become trained

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

Feather Step [General Feats]

You can Step into difficult terrain.

Cat Fall [Skill Feats]

Treat falls as 10ft shorter.

Combat Climber [Skill Feats]

You're not flat-footed while climbing.

Feats

Confabulator [Skill Feats]

The bonus a target gets for your previous attempts to Create a Diversion or Lie is +2.

Rapid Mantel [Skill Feats]

When you successfully Grab an Edge pull yourself to standing in the same action. In addition use Athletics instead of Ref to Grab an Edge.

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.

Untrained Improvisation

proficiency bonus to untrained skill checks is equal to half your level or full level at level 7+.

Experience & Wealth

Experience Points: **4,000** (6th @ 5,000)

Current Cash: **1 gp; 22 sp; 9 cp**

Tracked Resources

Dagger

Torch

Gear (Encum: 7 bulk, Over: 12 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
Sheath (empty)	-
Sheath (empty)	-
Soap	-
Thieves' tools	L
Torch x5	0.5
Waterskin	L