Laurence

Player: Loedie
Rogue 10
Medium, Human, Humanoid
Ancestry: Human (Skilled Human)
Background: Back-Alley Doctor
Atheist
Speed: 25 ft.
Languages: Common, Orcish, Sakvroth

Hit Points	Hero Points
118	3 2

Str	Dex	Con	Int	Wis	Cha
+3	+5	+3	+1	+0	+4

+3 Str
+5 Dex
+3 Con
+1 Int
+0 Wis
+4 Cha

	PERCEPTION	+16 M *	= +16 Base +0 Wis +0 Misc
	FORTITUDE	+17 E *	= +14 Base +3 Con +0 Misc
	REFLEX	+21 M *	= +16 Base +5 Dex +0 Misc
	WILL	+14 E	= +14 Base +0 Wis +0 Misc
	AC	29 T *	= +22 Base +5 Dex +2 Misc

Defenses

Perception (Mark For Death): +2 circ bonus to Seek your mark
Perception (Trap Finder): +1 circumstance bonus to find traps
All Saves (Trap Finder): +1 circumstance bonus vs. traps
Fortitude Save (Rogue Resilience): Successes are crit successes instead
Reflex Save (Evasive Reflexes): Successes are crit successes instead
Armor Class (Trap Finder): +1 circumstance bonus vs. traps

Awesome Robes (Trained)

AC: +0, Max Dex: +0, Armor Check: –, Speed: –

Ketelpak (Trained)

AC: +2, Max Dex: +10, Armor Check: –, Speed: –
Traits: comfort, flexible

Activated Abilities & Adjustments

Angel of Death
Circumstance Bonus (Crafting)
Circumstance Bonus (Stealth)
Mark For Death
Off-Guard
Sneak Attack (2d6)
Weapon Expertise
You're Next

+1 striking dagger (Expert)

Melee: **+20/+16/+12** (2d4+7 P +2d6+2 P/Prec, Crit ×2 + crit spec)
Ranged (10 ft.) : **+20/+16/+12** (2d4+5 P +2d6+2 P/Prec, Crit ×2 + crit spec)

Reload: -99; Traits: versatile S, thrown 10 ft., agile, finesse



Skills

	+21 M *	Acrobatics Dex
	+1 U	Arcana Int
	+19 M *	Athletics Str
	+17 E	Crafting Int
	+16 T *	Deception Cha
	+16 T	Diplomacy Cha
	+22 M	Intimidation Cha
	+12 T *	Medicine Wis
	+0 U	Nature Wis
	+13 T	Occultism Int
	+16 T	Performance Cha
	+0 U	Religion Wis
	+13 T	Society Int
	+23 M	Stealth Dex
	+12 T	Survival Wis
	+19 E	Thievery Dex
	+13 T	Underworld Lore Int

Skill Modifiers

Acrobatics (Steady Balance): Successes to Balance are critical successes instead.
Athletics (Titan Wrestler): Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you

Weapon Proficiencies

Expert: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: All Light Armor, Unarmored Defense

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Skill Modifiers

Deception (Mark For Death): +2 circ bonus to Feint vs. your mark
Medicine (Risky Surgery): +2 circumstance bonus to Treat Wounds if dealing 1d8 S before check, and successes are crit successes instead.

+1 striking sickle (Expert)

Melee **: +20/+16/+12** (2d4+7 S +2d6+2 S/Prec, Crit ×2 + crit spec)

Reload: -99; Traits: agile, finesse, trip

Dagger (Expert)

Melee **: +19/+15/+11** (1d4+7 P +2d6+2 P/Prec, Crit ×2 + crit spec)
Ranged (10 ft.) **: +19/+15/+11** (1d4+5 P +2d6+2 P/Prec, Crit ×2 + crit spec)

Reload: -99; Traits: versatile S, thrown 10 ft., agile, finesse

Rapier (Expert)

Melee **: +19/+14/+9** (1d6+7 P +2d6+2 P/Prec, Crit ×2 +1d8 P + crit spec)

Reload: -99; Traits: disarm, deadly d8, finesse

Special Abilities

Debilitating Strike
When dmging off-guard creature with Strike: Apply a chosen debilitating effect.

Deny Advantage
Not off-guard to flanking, hidden, undetected, or surprise attack from creatures of same or lower level.

Evasive Reflexes
Successes on Ref are crit successes instead.

Mark For Death
+2 circ to Seek and Feint vs. mark, and gain Sneak Attack vs. mark; Mark has -2 circ to Seek you.

Ring of the Ram - Force Blast (1/minute, DC 22)
One creature in 60' takes Frc dmg based on actions taken (Fort).

Rogue Resilience
Successes on Fort are crit successes instead.

Sneak Attack (2d6)
Deal extra dmg vs. off-guard foes with agile/finesse weapons or ranged atks.

Surprise Attack
When using Deception/Stealth for initiative, creatures that haven't acted are off-guard vs. you.

Treat Wounds (2d8, DC 15)
Use Medicine to restore HP to adjacent living creature based on check result.

Weapon Expertise
Apply crit specializations with agile/finesse weapons vs. off-guard targets.

Feats

General Training [Ancestry Feats Selection]
Gain a 1st-level general feat.

Multitalented [Ancestry Feats Selection]
Gain a 2nd-level multiclass dedication feat.

Natural Ambition [Ancestry Feats Selection]
Gain a 1st-level class feat for your class.

Angel of Death [Class Feats Selection]
Strikes vs. mark gain the death trait; Effects that would disturb slain mark's afterlife fail unless counteract rank is higher than 1/2 lvl.

Assassin Dedication [Class Feats Selection]
Gain the Mark for Death activity.

Battle Assessment [Class Feats Selection]
Learn information about an observed target in combat (Perception vs. Deception or Stealth DC).

Opportune Backstab [Class Feats Selection]
When a creature within melee reach is hit by a melee attack from an ally, make a Strike against them.

Skirmish Strike [Class Feats Selection]
Either Step and then Strike, or Strike and then Step.

Experience & Wealth

Career Experience Points: **6,412** (0/0 to 11th)
Current Cash: **274 gp, 13 sp, 5 cp**

Feats

You're Next [Class Feats Selection]
After reducing enemy to 0 HP: Demoralize a creature you can see with +2 circ.

Cat Fall [General Feats Selection]
Treat falls as 50' shorter.

Foil Senses [General Feats Selection]
When Avoiding Notice, Hiding, or Sneaking, count as always taking precautions vs. special senses.

Feather Step [General Training Feat]
Step into difficult terrain.

Psychic Dedication [Multitalented Feat]
Choose a conscious mind and gain one of its standard psi cantrips.

Trap Finder [Natural Ambition Feat]
+1 circ to Perception to find traps and to AC and saves vs. traps; Always get check to find traps.

Alchemical Crafting [Skill Feats Selection]
Craft alchemical items.

Intimidating Glare [Skill Feats Selection]
Demoralize as visual effect, taking no penalty when language isn't understood.

Kip Up [Skill Feats Selection]
Stand up, without triggering reactions.

Pickpocket [Skill Feats Selection]
Steal or Palm an Object that's closely guarded without penalty.

Rapid Mantel [Skill Feats Selection]
When Grabbing an Edge, pull yourself onto the surface and stand; use Athletics to Grab an Edge. In addition pull yourself up as part of a successful Grab Edge reaction.

Shadow Mark [Skill Feats Selection]
-3 circ to Perception DC when roll Stealth to Avoid Notice while following, target takes same penalty to Initiative and any roll to notice you.

Sign Language [Skill Feats Selection]
Learn sign languages associated with languages you know.

Steady Balance [Skill Feats Selection]
Successes to Balance are crit successes; Not off-guard while Balancing.

Swift Sneak [Skill Feats Selection]
Move full Speed when Sneaking.

Titan Wrestler [Skill Feats Selection]
Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you.

Risky Surgery
Deal 1d8 S before Treat Wounds to gain +2 circ on check, and successes are crit successes.

Spells

Innate spells known (DC 26)

Psychic spells known (DC 26)
Cantrip (at will)—*detect magic*

Tracked Resources

+1 striking dagger	☒☐
Chime of opening (10 uses)	☐☐☐☐☐ ☐☐☐☐☐
Dagger	☐☐☐☐☐ ☐☐
Healing potion, minor (1d8)	☒☐
Ring of the Ram - Force Blast (1/minute, DC 22)	☐
Slippers of spider climbing (1/hour)	☐
Torch	☐☐☐☐☐
Warning snare	☐

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Gear (Encum: 8 bulk, Over: 13 bulk)

Total Bulk Carried: 6.9, Unencumbered

+1 striking dagger	L
+1 striking sickle *<In: Spacious pouch I>*	L
Alchemist's toolkit *<In: Spacious pouch I>*	1
Awesome Robes *<In: Backpack>*	2
Backpack *<Holds: 12 @ 3.1 blk>*	L
Bedroll *<In: Backpack>*	L
Chalk x10	-
Chime of opening (10 uses) *<In: Spacious pouch I>*	L
Climbing kit *<In: Spacious pouch I>*	1
Colored Keycards x3 *<In: Backpack>*	0.3
Cube of Pleasure *<In: Spacious pouch I>*	1
Custom container *<In: Spacious pouch I>*	-
Dagger x7 *<In: Spacious pouch I>*	0.7
Elixir of life, lesser *<In: Spacious pouch I>*	L
Elixir of life, moderate *<In: Spacious pouch I>*	L
Flint and steel	-
Folded Paper Note	L
Glove of Fishing	L
Healer's toolkit *<In: Spacious pouch I>*	1
Healing potion, minor (1d8) *<In: Spacious pouch I>*	L
Hourglass of Easy Time *<In: Spacious pouch I>*	1
Kaasschaaf of Knowledge	L
Ketelpak	2
Money	-
Obsidian goggles	-
Ollivander Travel Robes	2
Rainbow Ring	L
Rapier *<In: Spacious pouch I>*	1
Ring of the ram	-
Rope (50 feet) *<In: Backpack>*	L
Runestone *<In: Spacious pouch I>*	L
Scarf of Non-Detection	L
Slippers of spider climbing (1/hour)	L
Soap	-
Spacious pouch I *<Holds: 22 @ 7.4 blk>*	1
Thieves' toolkit *<In: Spacious pouch I>*	L
Torch x5 *<In: Backpack>*	0.5
Warning snare *<In: Spacious pouch I>*	-
Waterskin *<In: Backpack>*	L

Formulas

Antidote	Curare (DC 25)
Arsenic (DC 18)	Elixir of life
Belladonna (DC 19)	Giant centipede venom (DC
Black adder venom (DC 18)	Nettleweed residue (DC 27)
Black smear poison (DC 16)	Spear frog poison (DC 15)
Brightshade (DC 21)	

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Personal Details

Gender: Male; **Age:** 22

Somebody called me… Laurence.

I'm a skilled healer, always out to help the people in need.
class thief.
profession: Healer - Assassin (some knowledge of the human physiology).
Healer by calling, assassin by necessity. For the greater good. Good! What's best in life? To defeat enemies, relieve them of their their spoils, and listen to the awe of the survivors.
I'm not very religious. I sometimes feel somewhat uncomfortable with them nosy religions and gods. Leave me alone.
That I do not always charge money, does not mean that you don't owe me (your full life, for instance, whatever that's worth).
I will not steal from you.
I like my contracts honored.
so I'm probably LN.
I feel no need to affiliate with any guild or (professional) organisation. As a matter of fact, I feel the need not to. Is this not a free country? I like to conduct my business on my own.

I'm only human. A male back-ally docter.
I could easily be a hired killer.

I wield the scalpel and the knife (double knife)
I'm dexterous. And sinister.
important abils from best to worst:
DX-CH-CN-IN-ST-WI
thievery high.
stealth - open locks - find traps
Poison is but a slight overdose of what would also could have been medicine to some or cure to some affliction. There's all kinds of medicines. There is no harm in them. Unluckily I curruntly lack funds to get the alchemist set I'd need to really step up my game.

I live in a shed in de slums of Absolom.
People with health needs do sometimes knock on the door for help.
Ik ben echt niet bang om mensen in nood te helpen.
Ik kan makkelijk moeilijke medische besluiten nemen, ook als ik wat specifieke kennis of apparatuur mis. Het resultaat telt.
Voor cosmetisch geneuzel had je je niet bij mij moeten melden. Niet alles is te genezen. Er gaan altijd overal mensen dood, wiens tijd het was.
Het verschil tussen leven en dood kan erg klein zijn. De munt kan beide kanten opvallen. En in principe is de ene kant van de munt niet minder dan de andere. Het is en blijft een munt.

Later, as a side project, after I have achieved a steady supply of goods, I'd like to set up an antiques store in Absalom.
Filled with, among other things, the fruits of my own conquests.
Gradually getting more and more luxerious.
The more luxurious my life is, the more better We are!

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Alchemical Crafting (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites trained in Crafting

You can use the Craft activity to create alchemical items. When you select this feat, you immediately add the formulas for four common 1st-level alchemical items to your formula book.

Appears In: Player Core, Pathfinder Demo, Core Rulebook

Angel of Death (Class, Feat, Rogue)

Traits: Archetype
Prerequisites Assassin Dedication

All your Strikes against a creature you have Marked for Death have the death trait, causing the mark to be instantly killed when reduced to 0 Hit Points. In addition, if the creature is killed this way, attempts to communicate with it, return it to life, turn it into an undead, or otherwise disturb its afterlife fail unless the effect's counteract rank is higher than half your level rounded up, or originates from an artifact or a deity. Use the level you were when you killed the creature, even if your level is higher at the time the attempt was made.

Appears In: Player Core 2, Advanced Player's Guide

Battle Assessment (Class, Feat, Rogue)

Traits: Rogue, Secret
[1 action]

With careful observation during battle, you identify an enemy's strengths and weaknesses. The GM rolls a secret Perception check for you against the Deception or Stealth DC (whichever is higher) of an enemy of your choice who is not concealed from you, hidden from you, or undetected by you, and who is engaged in combat. The GM might apply a penalty for the distance between you and the enemy. The enemy is then temporarily immune to your Battle Assessment for 1 day.

Critical Success The GM chooses two of the following pieces of information about the enemy to tell you: which of the enemy's weaknesses is highest, which of the enemy's saving throws has the lowest modifier, one immunity the enemy has, or which of the enemy's resistances is highest. If the event of a tie, the GM should pick one at random.
Success The GM chooses one piece of information from the above list to tell you about the enemy.
Critical Failure The GM gives you false information (the GM makes up the information).

Appears In: Core Rulebook, Pathfinder Demo

Cat Fall (Feat, General Feats Selection)

Traits: General, Skill
Prerequisites trained in Acrobatics

Notes: 15 m.

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter and 50 feet if you're a master. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.
Supplemental Notes
Notes 15 m.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook, Pathfinder Beginner Box

Feather Step (Feat, General Training Feat)

Traits: General
Prerequisites Dexterity +2

You step carefully and quickly. You can Step into difficult terrain.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook

Foil Senses (Feat, General Feats Selection)

Traits: General, Skill
Prerequisites master in Stealth

You are adept at foiling creatures' special senses and cautious enough to safeguard against them at all times. Whenever you use the Avoid Notice, Hide, or Sneak actions, you are always considered to be taking precautions against special senses (see the Detecting with Other Senses sidebar on page 433).

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook

Intimidating Glare (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook, Pathfinder Beginner Box

Kip Up (Feat, Skill Feats Selection)

Traits: General, Skill
[free]
Prerequisites master in Acrobatics

You stand up. This movement doesn't trigger reactions.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook

Opportune Backstab (Class, Feat, Rogue)

Traits: Rogue
[reaction]
Trigger A creature within your melee reach is hit by a melee attack from one of your allies.

When your enemy is hit by your ally, you capitalize upon the distraction. Make a Strike against the triggering creature.

Appears In: Player Core, Pathfinder Demo, Core Rulebook

Pickpocket (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites trained in Thievery

You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the –5 penalty. You can't steal objects that would be extremely noticeable or time consuming to remove (like worn shoes or armor or actively wielded objects). If you're a master in Thievery, you can attempt to Steal from a creature in combat or otherwise on guard. When doing so, Stealing requires 2 actions instead of 1, and you take a –5 penalty.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook, Pathfinder Beginner Box

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Rapid Mantel (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites expert in Athletics

You easily pull yourself onto ledges. When you Grab an Edge, you can pull yourself onto that surface and stand. You can use Athletics instead of a Reflex save to Grab an Edge. If you Climb or Leap to within 5 feet beneath the top of an edge, you can pull yourself onto the surface and stand as part of that action.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook

Risky Surgery (Background Selection, Feat)

Traits: General, Skill
Prerequisites trained in Medicine

Your surgery can bring a patient back from the brink of death, but might push them over the edge. When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Appears In: Player Core 2, Advanced Player's Guide

Shadow Mark (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites expert in Stealth

You have learned special tricks that help you follow individuals without them noticing you. When you attempt a Stealth check to Avoid Notice while following a specific target, the target takes a –2 circumstance penalty to their Perception DC. If you have master proficiency in Stealth, the penalty is –3 or –4 if you're legendary. If you start an encounter with the target while shadowing them, the target takes this penalty to their initiative roll and to their Perception DC to determine if they notice you, as normal for Sneak.

Appears In: Player Core 2, Advanced Player's Guide

Skirmish Strike (Class, Feat, Rogue)

Traits: Flourish, Rogue
[1 action]

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

Appears In: Player Core, Pathfinder Demo, Core Rulebook

Steady Balance (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites trained in Acrobatics

You can keep your balance easily, even in adverse conditions. Whenever you roll a success using the Balance action, you get a critical success instead. You're not off-guard while attempting to Balance on narrow surfaces and uneven ground.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook, Pathfinder Beginner Box

Swift Sneak (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites master in Stealth

You can move your full Speed when you Sneak. You can use Swift Sneak while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook

Titan Wrestler (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites trained in Athletics

You can attempt to Disarm, Grapple, Reposition, 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.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook

Trap Finder (Feat, Natural Ambition Feat)

Traits: Rogue

You have an intuitive sense that alerts you to the presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.
You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

You're Next (Class, Feat, Rogue)

Traits: Emotion, Fear, Mental, Rogue, Visual
[reaction]
Prerequisites trained in Intimidation
Trigger You reduce an enemy to 0 Hit Points.

After downing a foe, you menace another. Attempt to Demoralize a creature within 60 feet, with a +2 circumstance bonus. If you have legendary proficiency in Intimidation, you can use this as a free action with the same trigger.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Debilitating Strike (Class, Rogue)

Traits: Rogue
[free]
Trigger Your Strike hits an off-guard creature and deals damage.

You apply one of the following debilitations, which lasts until the end of your next turn.
• **Debilitation** The target takes a –10-foot status penalty to its Speeds.
• **Debilitation** The target becomes enfeebled 1.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Deny Advantage (Class, Rogue)

As someone who takes advantage of openings, you are careful not to leave such gaps yourself. You aren't off-guard to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Evasive Reflexes (Class, Rogue)

You've learned to move quickly to avoid explosions, dragons' breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

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Mark For Death (Class, Class Feats Selection, Rogue)

Traits: Concentrate
[3 actions]
Requirements The creature you intend to mark is observed by you

You designate a single creature as your mark. Using Mark for Death while hidden or undetected doesn't make you observed. Mark for Death lasts until the mark dies or you use Mark for Death again. You gain a +2 circumstance bonus to Perception checks to Seek your mark, as well as to Deception checks to Feint against your mark. Your mark takes a –2 circumstance penalty to all Perception checks to Seek you.

In addition, when attacking your mark, you have the sneak attack class feature (*Player Core* 167), except it deals 1d4 precision damage and you don't increase the number of dice as you gain levels. At 6th level, the damage increases to 1d6. If you already have the sneak attack class feature, you instead deal an additional 1 precision damage with your sneak attacks made against your mark, increasing to 2 precision damage at 6th level.

Appears In: Player Core 2, Advanced Player's Guide

Ring of the Ram - Force Blast (1/minute, DC 22)

Frequency once per minute

A ram-shaped blast of force slams into one foe that you can see within 60 feet. The number of actions you spend to Activate this Item (from 1 to 3) determines the intensity of the force. The blow deals 2d6 force damage per action spent and pushes the target 5 feet per action spent. The target must attempt a DC 22 Fortitude save.

Critical Success The target is unaffected.
Success The target takes half damage and is pushed half the distance.
Failure The target takes full damage and is pushed the full distance.
Critical Failure The target takes double damage and is pushed twice the distance.

Appears In: Core Rulebook, Pathfinder Demo

Rogue Resilience (Class, Rogue)

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert. When you roll a success on a Fortitude save, you get a critical success instead.

Sneak Attack (2d6) (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 off-guard condition 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 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.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

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 off-guard to you.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate
Requirements You're wearing or holding a healer's toolkit.

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat it for a total of 1 hour, double the Hit Points it regains from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.
Supplemental Notes
Risky Surgery: When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Critical Success The target regains 4d8 Hit Points and loses the wounded condition.
Success The target regains 2d8 Hit Points, and loses the wounded condition.
Critical Failure The target takes 1d8 damage.

Weapon Expertise (Class, Rogue)

You gain expert proficiency in simple weapons, martial weapons, and unarmed attacks. When you critically succeed at an attack roll against an off-guard creature while using an agile or finesse weapon or an agile or finesse unarmed attack, you apply the critical specialization effect for that weapon or unarmed attack.

Appears In: Player Core, Pathfinder Demo, Pathfinder Beginner Box

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Weapons

+1 striking dagger

Traits: Death, Magical, Relic

Notes: opp flat-footed: hij heeft -2 AC
backstabber trait: als oppo is flat-footed dan backstabber trait: +1 precision dam
marked: deadly trait (On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage.): extra d6 dam
sneak attack +2d6
geschikte poisons: injury en contact
als met poison: zie effecten daar, meerdere rondes, meerdere effecten.
dus max:
-2AC op mark, met giant centiped venom crit:
-2 AC van flat-foot.
2d4+4 (striking + dex)
+12 (crit)
+1 backstabber
+1d6 deadly
=31 max
+ 1d6/1d8/1d12 voor drie ronden venom.

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.
Supplemental Notes
Notes opp flat-footed: hij heeft -2 ACbackstabber trait: als oppo is flat-footed dan backstabber trait: +1 precision dammarked: deadly trait (On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage.): extra d6 damsneak attack +2d6geschikte poisons: injury en contactals met poison: zie effecten daar, meerdere rondes, meerdere effecten.dus max:-2AC op mark, met giant centiped venom crit:-2 AC van flat-foot.2d4+4 (striking + dex)+12 (crit)+1 backstabber+1d6 deadly=31 max+ 1d6/1d8/1d12 voor drie ronden venom.

Appears In: Core Rulebook, Player Core, Pathfinder Demo, Pathfinder Beginner Box

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 calculate damage using Strength.

Weapon Traits

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.

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Trip

You can use this weapon to Trip 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 as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though has a weapon group and might have weapon traits. An unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

Gear

Chime of opening (10 uses)

Traits: Magical
Rarity: Uncommon
[1 action]

Notes: The chime is a key. found op velvet pillow, ook zonder knock is het een skeleton key. Zonder handschoenen voel je kleine knobbeltjes (als braille) waarmee je de sleutel aan kunt passen voor 1 minuut. 150 gp, thieverycheck +13

This hollow dawnsilver tube is about a foot long and bears engravings reminiscent of open locks and broken chains. The chime can be activated 10 times before it cracks and becomes useless.

Activate [1 action] Interact; **Effect** You aim the chime at a container, door, or lock you want to open and strike the chime. The chime sends out magical vibrations that attempt a Thievery check against the lock's DC, with a Thievery bonus of +13. This targets only one lock or binding at a time, so you might need to activate the chime multiple times to open a target with several forms of protection.
Supplemental Notes
Notes The chime is a key. found op velvet pillow, ook zonder knock is het een skeleton key. Zonder handschoenen voel je kleine knobbeltjes (als braille) waarmee je de sleutel aan kunt passen voor 1 minuut. 150 gp, thieverycheck +13

Appears In: Core Rulebook, Pathfinder Demo

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Gear

Climbing kit

This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. A single kit has only enough materials for one climber; each climber needs their own kit. If you wear your climbing kit, you can access it as part of a Climb action.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Elixir of life, lesser

Traits: Alchemical, Consumable, Elixir, Healing
[1 action]

Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Appears In: Player Core 2, Core Rulebook, GM Core, Pathfinder Demo

Elixir of life, moderate

Traits: Alchemical, Consumable, Elixir, Healing
[1 action]

Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this elixir, you regain 5d6+12 Hit Points and gain a +2 item bonus to saving throws against diseases and poisons for 10 minutes.

Appears In: Player Core 2, Core Rulebook, GM Core, Pathfinder Demo

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.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Glove of Fishing

Traits: Invested, Magical

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Potion, Vitality
[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 *minor healing potion*, you regain 1d8 Hit Points.

Appears In: GM Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Gear

Obsidian goggles

Traits: Invested, Magical

The sleek, black lenses of these goggles somehow make everything seem more brightly lit. While wearing the goggles, you gain a +1 item bonus to Perception checks involving sight.
Activate—Darkvision [1 action] (manipulate) **Frequency** once per day; **Effect** Adjusting your goggles, you gain darkvision for 1 hour.

Appears In: GM Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Rainbow Ring

Traits: Magical

Notes: als je die draagt, mag je twee keer per dag een save veranderen in andere save. Heb ik om.

Supplemental Notes
Notes als je die draagt, mag je twee keer per dag een save veranderen in andere save. Heb ik om.

Ring of the ram

Traits: Force, Invested, Magical
[1 action]

This heavy iron ring is shaped to look like the head of a ram, with curling horns.

Activate [1 action] or more (Interact); **Frequency** once per minute; **Effect{/b A ram-shaped blast of force slams into one foe that you can see within 60 feet. The number of actions you spend to Activate this Item (from 1 to 3) determines the intensity of the force. The blow deals 2d6 force damage per action spent and pushes the target 5 feet per action spent. The target must attempt a DC 22 Fortitude save.**

Critical Success The target is unaffected.
Success The target takes half damage and is pushed half the distance.
Failure The target takes full damage and is pushed the full distance.
Critical Failure The target takes double damage and is pushed twice the distance.

Appears In: Core Rulebook, Pathfinder Demo

Runestone

Traits: Consumable, Magical

Notes: Dit is de +1potency runestone. nu nog niet in gebruik.

This flat piece of hard stone is specially prepared for etching a magical fundamental rune or property rune. You can etch only one rune upon a stone. When a rune is transferred from the *runestone* to another object, the *runestone* cracks and is destroyed. The Price listed is for an empty stone; a stone holding a rune adds the Price of the rune.
Supplemental Notes
Notes Dit is de +1potency runestone. nu nog niet in gebruik.

Appears In: GM Core, Pathfinder Demo, Core Rulebook

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Gear

Slippers of spider climbing (1/hour)

Traits: Invested, Magical, Relic
[1 action]

Notes: Sssssshelob.

These soft slippers are made of fine gray silk. If the slippers are left unattended for a while, they tend to attract spiders that nest inside.

Activate [1 action] command; **Frequency** once per hour; **Effect** Tiny, hairlike tendrils extend from the slippers' soles, allowing you to walk on vertical surfaces or even to move upside down along ceilings. For 1 minute, you gain a 20-foot climb Speed and you don't need to use your hands to Climb. However, the slippers require decent traction for you to walk on a wall, so they provide no benefit when you're moving across greased, icy, or oiled surfaces.
Supplemental Notes
Notes Sssssshelob.

Appears In: Core Rulebook, Pathfinder Demo

Spacious pouch I

Traits: Extradimensional, Magical

Though it appears to be a cloth bag decorated with panels of richly colored silk or stylish embroidery, a *spacious pouch* opens into a magical space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the *spacious pouch* itself. The amount of Bulk the bag's extradimensional space can hold depends on its type.
You can Interact with the *spacious pouch* to stow items in it or remove them just like a mundane sack. Though the bag can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside.
If the bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the bag must be put right before it can be used again. A living creature placed inside the bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 13. An item inside the bag provides no benefits unless it's retrieved first. An item in the bag can't be detected by magic that detects only things on the same plane.
Type I; **Capacity** 25 Bulk

Appears In: GM Core, Pathfinder Demo, Core Rulebook, Pathfinder Demo, Pathfinder Beginner Box

Torch

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

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Gear

Warning snare

Traits: Auditory, Consumable, Mechanical, Snare, Trap

Notes: Dit is de dichtst bijkomende trap die ik kon vinden. De description die er straat is het niet. Het is de volgende:
20 ft trap, 24 uur per keer. Bij mij in hoofd gaat alarm af, item lvl 4. Perfect disabled in de eerste gang nadat we wakker waren geworden. (sessie 1)

Using materials specific to the area, you connect a sound-making component to a trip wire or a pressure plate. This snare is like an alarm snare, but its subtle sound blends into ambient noise. You can detect this sound as long as you're within 1,000 feet of the snare and aren't prevented from hearing it. Other creatures in that area who are searching might notice the sound if their Perception check result meets or exceeds your Craft DC.
Supplemental Notes
Notes Dit is de dichtst bijkomende trap die ik kon vinden. De description die er straat is het niet. Het is de volgende: 20 ft trap, 24 uur per keer. Bij mij in hoofd gaat alarm af, item lvl 4. Perfect disabled in de eerste gang nadat we wakker waren geworden. (sessie 1)

Appears In: Core Rulebook, Pathfinder Demo

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Detect Magic — Cantrip 1

Cantrip 1
Action [2]
Cantrip, Concentrate, Detection, Manipulate, Occult
Traditions occult
Area 30-foot emanation

Heightened to 5th Rank
Psi Cantrip
You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

Heightened (3rd) You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM.

Heightened (4th) As 3rd rank, but you also pinpoint the source of the highest-rank magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).
Supplemental Notes
You have the kind of fine control over your magical senses that other spellcasters can only dream of. When you cast *detect magic*, you're aware of any creature in the emanation affected by a spell or carrying a magic item, and you determine the main location of magic within any magical hazard in the emanation (with the normal restrictions on detecting illusions). This typically manifests as an alteration to your vision, such as seeing a soft aura around the creature or hazard. Sensing these phenomena doesn't make it clear which spell is on a creature, nor which of its items are magical.

Appears in Core Rulebook, Player Core, Starfinder Player Core

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start - Laurence

Date (game world): ; **Date (real world)**: 02/20/2022, 4:24 pm **Net Cash**:

4e verdieping, altijd lastig - Laurence

Date (game world): ; **Date (real world)**: 06/18/2022, 2:26 pm **Net Cash**:

Fish on sticks en ziekzwakmisselijk - Laurence

Date (game world): ; **Date (real world)**: 11/07/2022, 10:51 am **Net Cash**:

Die vissen moeten boeten! Dit hele complex infested by magiers en demonen. Pebbles is bezeten door Rurnoth. Azilene is een oude sterke wizard geweest die is verraden door andere tovenaars. Olivander, de directeur van deze faciliteit heeft hem blijkbaar zo beet gehad. Maar alle entities die we hier tegenkomen zitten hier al sinds mensenheugenis vast en willen er met alle geweld uit. Of het erg verstandig is, deze demoon Rurnoth bijvoorbeeld echt vrij te laten, valt nog te bezien.

It's a red dragon psst! Mirrors! crafted. - Laurence

Date (game world): ; **Date (real world)**: 04/23/2023, 11:51 pm **Net Cash**:

het is hier groter dan we dachten...

eindelijk in Taldor - Laurence

Date (game world): ; **Date (real world)**: 08/27/2023, 7:04 pm **Net Cash**:

net door het portaal

Wat een dorp! Serenity, de ternietenheuvel opgeblazen - Laurence

Date (game world): ; **Date (real world)**: 08/05/2024, 12:08 am **Net Cash**:

Olivander x Dr Zermoth, Wie is hier nu eigenlijk de baas? - Laurence

Date (game world): ; **Date (real world)**: 12/23/2024, 9:15 pm **Net Cash**:

Reggy, Reggy, Reggy... - Laurence

Date (game world): ; **Date (real world)**: 06/02/2025, 5:32 pm **Net Cash**:

Dr Zermoth is al in het krankenhof. We hebben, omdat Flipje dat natuurlijk niet kon laten gaan de Terrafant geprobeerd te bevrijden.
Bijna gelukt. Reggy gaf zich niet zomaar gewonnen. Maar met behulp van onze vriend de duivel van de Koffiemachien konden we hem aan.

(Jammer dat hij de wereld gaat vernietigen en dat wij nu 1 max hp's hebben... Aan de andere kant waren we er nu ook weer niet zo héééél best aan toe... Dus wie dan leeft...)

Nu dus lvl 10 (met 1 hp).

geld verdeeld (los+bloedkoraal) - Laurence

Date (game world): ; **Date (real world)**: 09/20/2025, 7:30 pm **Net Cash**: 178 gp, 5 sp

Vlak voordat we weg gaan uit Eldorvain naarAbsalom.

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The first 3th faction is no more lvl 10 - Laurence

Date (game world): ; **Date (real world)**: 05/01/2026, 7:03 am **Net Cash**:

De basisfactions van deze wereld (good and evil) zijn verenigd in hun strijd tegen een onbekende 3e faction: the 3th faction.
Ons is gevraagd door de Engel en duivel om uit te kijken of we uit kunnen vinden wie of wat de 3th faction is, waar ze zullen aankomen en wanneer dat zal zijn. En bovendien om nooit contact te maken.
In ons huis in Absalom blijkt de enige handige figuur die we daar buiten het huis zijn tegengekomen óók de vessel te zijn van één van tde 3e facton. We hadden die bijna verslagen, maar Sparkle bood sanctuary van de ghostlike figure door het de keuze te laten om in eenander vessel te setten. Het koos een sentinel van Wheelee, dat ding dat hij overal mee naar toe meesleept.
Maar het probeerde weg te teleporten met ons portal. Niemand reageerde adequaat op deze dreiging, behalve ik. Ik summonde de devil en liet die die Silas uitschakelen.
Simpel. Doeltreffend. Alle getuigen moeten opgeruimd worden. Ergens wel jammer, ik was gehecht geraakt (misschien ook wel te veel) aan mijn brunchverzorgers en advocate met oplossend vermogen. Maar goed, ze is ook een spion voor Ezechiel Hart, hoofd van de bank en de Osidian chain, in elk geval hier, maar nog altijd onder de spider elves.

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