Seonin

Female Half-Elf Rogue 3 - CR 2
Chaotic Good Humanoid (Elf, Human); Deity: **Desna**; Age: **21**; Height: **6' 2"**; Weight: **160lb.**; Eyes: **green**; Hair: **black**; Skin: **tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =	+1	+1				**Elven Immunities**: +2 vs. enchantments
REFLEX (DEXTERITY)	+6 =	+3	+3				**Trap Sense**: +1 vs. traps, **Elven Immunities**: +2 vs. enchantments
WILL (WISDOM)	+2 =	+1	+1				**Elven Immunities**: +2 vs. enchantments

Elven Immunities | **Elven Immunities - Sleep**

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=	+4		+3					

Touch AC 13 **Flat-Footed AC** 14

		BAB	Strength	Size	Misc
CM Bonus	+3 =	+2	+1	-	-

		BAB	Strength	Dexterity	Size
CM Defense	16 = 10	+2	+1	+3	-

Base Attack	+2	**HP**	24
Initiative	+3	Damage / Current HP	
Speed	30 ft		

Cold Iron Dagger

Mainhand: **+5**, **1d4+1**
Main w/ Offhand: **+1**, **1d4+1**
Main w/ Light Off.: **+3**, **1d4+1**
Offhand: **+3**, **1d4**

Ranged: **+5**, **1d4+1**
Ranged w/ Offhand: **+1**, **1d4+1**
Ranged w/ Light Off.: **+3**, **1d4+1**
Ranged Offhand: **+3**, **1d4**

Crit: 19-20/x2
Rng: 10'
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (3)	3	
Appraise	+1	INT (1)	-	
Bluff	+5	CHA (1)	1	
Climb	+4	STR (1)	1	
Diplomacy	+5	CHA (1)	1	
Disable Device	+11	DEX (3)	3	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+1	CHA (1)	-	
Knowledge (arcana)	+2	INT (1)	1	
Knowledge (dungeoneering)	+5	INT (1)	1	
Knowledge (local)	+5	INT (1)	1	
Knowledge (religion)	+2	INT (1)	1	
Linguistics	+5	INT (1)	1	
Perception	+9	WIS (1)	3	
Trapfinding: +1 to locate traps				
Perform (oratory)	+5	CHA (1)	1	
Ride	+2	DEX (3)	-	
Sense Motive	+5	WIS (1)	1	
Sleight of Hand	+7	DEX (3)	2	
Spellcraft	+2	INT (1)	1	
Stealth	+8	DEX (3)	3	
Survival	+1	WIS (1)	-	
Swim	+4	STR (1)	1	
Use Magic Device	+7	CHA (1)	3	

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Feats, Traits & Flaws

Armor Proficiency (Light)
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Skill Focus (Acrobatics)
Two-weapon Fighting
Weapon Finesse

Dagger

Mainhand: **+5**, **1d4+1**
Main w/ Offhand: **+1**, **1d4+1**
Main w/ Light Off.: **+3**, **1d4+1**
Offhand: **+3**, **1d4**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Ranged: **+5**, **1d4+1**
Ranged w/ Offhand: **+1**, **1d4+1**
Ranged w/ Light Off.: **+3**, **1d4+1**
Ranged Offhand: **+3**, **1d4**

Dart

Mainhand: **+5**, **1d4+1**
Main w/ Offhand: **+1**, **1d4+1**
Main w/ Light Off.: **+3**, **1d4+1**
Offhand: **+3**, **1d4**

Crit: x2
Rng: 20'
Light, P

Ranged: **+5**, **1d4+1**
Ranged w/ Offhand: **+1**, **1d4+1**
Ranged w/ Light Off.: **+3**, **1d4+1**
Ranged Offhand: **+3**, **1d4**

Shortsword

Mainhand: **+5**, **1d6+1**
Main w/ Offhand: **+1**, **1d6+1**
Main w/ Light Off.: **+3**, **1d6+1**
Offhand: **+3**, **1d6**

Crit: 19-20/x2
Light, P

Silver Dagger

Mainhand: **+5**, **1d4**
Main w/ Offhand: **+1**, **1d4**
Main w/ Light Off.: **+3**, **1d4**
Offhand: **+3**, **1d4-1**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Ranged: **+5**, **1d4**
Ranged w/ Offhand: **+1**, **1d4**
Ranged w/ Light Off.: **+3**, **1d4**
Ranged Offhand: **+3**, **1d4-1**

Masterwork Chain shirt

+4

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Gear

Total Weight Carried: 38.5/130lbs, Light Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

Bedroll *<In: Handy haversack (18 @ 17.38 lbs)>*	5 lbs
Belt pouch (1 @ 2 lbs)	0.5 lbs

Experience & Wealth

Experience Points: **3673**/6000
Current Cash: **56 GP, 5 SP, 8 CP**

Gear

Total Weight Carried: 38.5/130lbs, Light Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

Chalk *<In: Handy haversack (18 @ 17.38 lbs)>*	-
Cold Iron Dagger	1 lb
Dagger	1 lb
Dart x2	0.5 lbs
Entertainer's outfit *<In: Handy haversack (18 @*	4 lbs
Explorer's Outfit (Free)	-
Flint and steel *<In: Handy haversack (18 @ 17.38 lbs)>*	-
Handy haversack (18 @ 17.38 lbs)	5 lbs
Ink, black *<In: Handy haversack (18 @ 17.38 lbs)>*	-
Inkpen x2 *<In: Handy haversack (18 @ 17.38 lbs)>*	
Masterwork Chain shirt	25 lbs
Money *<In: Handy haversack (18 @ 17.38 lbs)>*	1.38 lbs
Parchment x5 *<In: Handy haversack (18 @ 17.38 lbs)>*	-
Sack (empty) *<In: Handy haversack (18 @ 17.38*	0.5 lbs
Scroll case (empty) *<In: Handy haversack (18 @*	0.5 lbs
Shortsword	2 lbs
Silver Dagger	1 lb
Thieves' tools, masterwork *<In: Belt pouch (1 @ 2*	2 lbs
Torch *<In: Handy haversack (18 @ 17.38 lbs)>*	1 lb
Trail rations *<In: Handy haversack (18 @ 17.38*	1 lb
Waterskin *<In: Handy haversack (18 @ 17.38 lbs)>*	4 lbs

Special Abilities

Elf Blood
Evasion (Ex)
Low-Light Vision
Sneak Attack +2d6
Trap Sense +1 (Ex)
Trap Spotter (Ex)
Trapfinding +1

Tracked Resources

Cold Iron Dagger	☐
Dagger	☐
Dart	☐☐
Silver Dagger	☐
Torch	☐
Trail rations	☐

Languages

Celestial
Common
Elven
Sylvan

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Companions

(Horse, light) (Horse, light), Male Horse - CL2 - CR 1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will **+1**

HP: 15/15; Init: +2; Speed: 50 feet
Attack Bonus: +0; Armor Class: 11 / 11 Tch / 9 Fl

Fly **+0**, Perception **+6**, Stealth **-2**

Hooves x2 (Horse) **-2 x2**, **1d4+1**, x2
Spear **-3**, **1d8+3**, x3

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

Charges: Spear - **0/1**

Background

Seonin ist das Kind einer varisischen menschlichen Mutter und eines Elfen aus dem Mierani Wald. Die Liaison war nicht von langer Dauer und Talathiel verließ den Track mit dem der Clan durch die Lande zog als Seonin gerade 3 Jahre alt war. Das Gefühl nicht wirklich dazu zu gehören ist auch Seonin mit in die Wiege gelegt worden. Solange ihre Mutter lebte ging es noch recht gut, aber seit sie vor 2 Jahren an einer Krankheit verstarb, ist das Gefühl fehl am Platz zu sein immer stärker geworden. Seonin hat den Track nun vor drei Monaten verlassen, als dieser mal wieder in Varisia war und hat sich von dort nach Sandpoint durchgeschlagen. So genau weiß sie nicht was sie nun machen soll - der Plan zum Mierani Wald zu reisen und ihren Vater zu finden hält sie inzwischen für ziemlich unsinnig. Vieleicht wartet sie erst mal die Einweihung der neuen Kathedrale ab, dass könnte neue Inspiration und Möglichkeiten offenbaren. Vielleicht kann ihr auch jemand mehr zu ihrem Muttermal auf der Schulter sagen, dass die Form eines Schmetterlings hat - genau wie das heilige Symbol von Desna.

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