

Farore Lawfter

Female halfling unchained rogue (knife master) 18 - CR 17

Chaotic Good Humanoid (Halfling); Deity: **Desna**; Age: **25**; Height: **2' 11"**; Weight: **30 lb.**; Eyes: **Green**; Hair: **Blonde**; Skin: **Alabaster**

Ability	Score	Modifier	Temporary
STR STRENGTH	6	-2	
DEX DEXTERITY	22/28	+6/+9	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+6	+1	+3	+2		
Pattern Seeker: +1 trait bonus vs. illusion effects, Fearless: +2 vs. fear							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+24 =	+11	+9	+3	+1		
Pattern Seeker: +1 trait bonus vs. illusion effects, Fearless: +2 vs. fear							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+11 =	+6	+1	+3	+1		
Pattern Seeker: +1 trait bonus vs. illusion effects, Fearless: +2 vs. fear							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27 =	+2		+8	+1	+3	+3		

Touch AC 22	Flat-Footed AC 19
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Blade Sense: +6 dodge bonus vs. attacks made with light blades

CM Bonus	Total	BAB	Strength	Size	Misc
+10 =	+13	-2	-1	-	

+12 Disarming; +12 Repositioning

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	Total	BAB	Strength	Dexterity	Size
32 = 10	+13	-2	+9	-1	

34 vs. Disarm

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +13	HP 140
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Headband of ninjitsu: +2 insight bonus on sneak attacks, Anatomist: +1 trait bonus to confirm threats

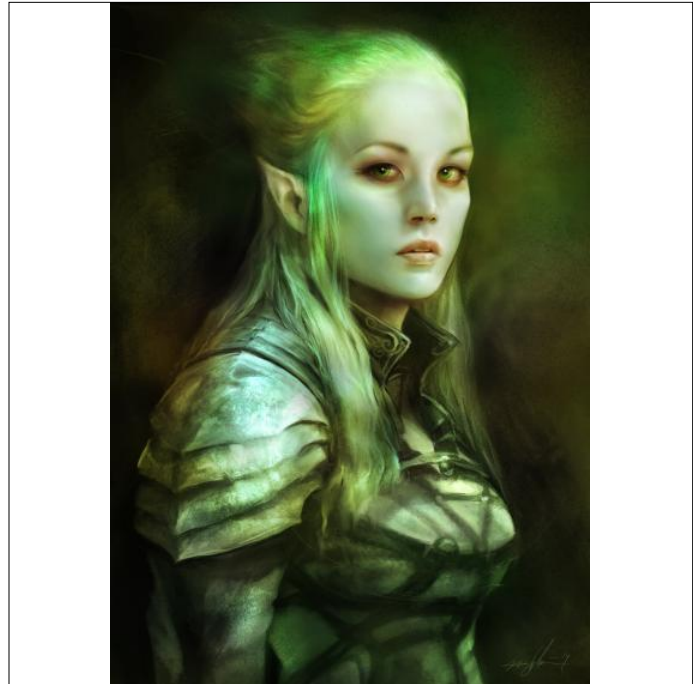
Initiative +13	Damage / Current HP
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Speed 20 ft	
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Murderer's blackcloth

+2

Max Dex: +8, Armor Check: -
Spell Fail: 5%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+32	DEX (9)	18	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+32	CHA (1)	18	
Dueling (- Custom / magic weapon -) : +2 to Feint, Headband of ninjitsu: +2 competence bonus to feint				
Climb	+20	STR (-2)	17	
Diplomacy	+5	CHA (1)	1	
Disable Device	+32	DEX (9)	18	
Thieves' tool extenders, common : -4 bonus to checks if more than five feet away from device				
Disguise	+25	CHA (1)	17	
Escape Artist	+30	DEX (9)	18	
Fly	+11	DEX (9)	-	
Heal	+1	WIS (1)	-	
Intimidate	+1	CHA (1)	-	
Knowledge (dungeoneering)	+10	INT (2)	5	
Knowledge (local)	+10	INT (2)	5	
Perception	+25	WIS (1)	18	
Ride	+9	DEX (9)	-	
Sense Motive	+21	WIS (1)	17	
Sleight of Hand	+30	DEX (9)	18	
Hidden Blade : +9 to conceal a light blade, Pocketed scarf : +4 bonus to hide objects on your body (doesn't stack with heavy clothing but does with bonuses for attempting to hide small objects), Wrist sheath (1 @ 0.5 lbs) : +2 circumstance bonus to oppose the Perception check of someone observing or frisking you regarding items in the sheath, Wrist sheath (1 @ 0.5 lbs) : +2 circumstance bonus to oppose the Perception check of someone observing or frisking you regarding items in the sheath				
Stealth	+39	DEX (9)	18	
Survival	+1	WIS (1)	-	
Swim	+2	STR (-2)	1	

Feats

Armor Proficiency (Light)
 Combat Expertise +/-4
 Deceitful
 Double Slice
 Improved Critical (Dagger)
 Improved Two-Weapon Feint
 Improved Two-Weapon Fighting
 Rogue Weapon Proficiencies
 Simple Weapon Proficiency - All
 Skill Focus (Bluff)
 Two-Weapon Feint
 Two-Weapon Fighting
 Weapon Finesse
 Weapon Focus (Dagger)

Traits

Anatomist
 Life of Toil
 Pattern Seeker

Drawbacks

Paranoid

+4 defending speed dagger

Main hand: **+28/+28/+23, 1d3+13** Crit: 17-20/x2
 Main w/ offhand: **+24/+24/+19, 1d3+13** Rng: 10'
 Main w/ light off: **+26/+26/+21, 1d3+13** Light, P/S
 Offhand: **+26/+26/+21, 1d3+13**
 Ranged: **+28/+28, 1d3+2**
 Ranged w/ offhand: **+24/+24, 1d3+2**
 Ranged w/ light off: **+26/+26, 1d3+2**
 Ranged offhand: **+26/+26, 1d3+2**

Halfling Rogue/Ninja: +4 to confirm critical hits (doesn't stack with Critical Focus),
Headband of ninjitsu: +2 insight bonus on sneak attacks, **Anatomist**: +1 trait bonus to confirm threats

+5 distance dueling returning cold iron dagger

Main hand: **+29/+24/+19, 1d3+14** Crit: 17-20/x2
 Main w/ offhand: **+25/+20/+15, 1d3+14** Rng: 20'
 Main w/ light off: **+27/+22/+17, 1d3+14** Light, P/S
 Offhand: **+27/+22, 1d3+14**
 Ranged: **+29, 1d3+3**
 Ranged w/ offhand: **+25, 1d3+3**
 Ranged w/ light off: **+27, 1d3+3**
 Ranged offhand: **+27, 1d3+3**

Halfling Rogue/Ninja: +4 to confirm critical hits (doesn't stack with Critical Focus),
Headband of ninjitsu: +2 insight bonus on sneak attacks, **Anatomist**: +1 trait bonus to confirm threats

Experience & Wealth

Experience Points: **1800000/2,550,000**
 Current Cash: **156 gp, 9 sp**

Masterwork hand crossbow

Ranged: **+24, 1d3** Crit: 19-20/x2
 Ranged w/ offhand: **+20, 1d3** Rng: 30'
 Ranged w/ light off: **+22, 1d3** Light, P
 Ranged offhand: **+22, 1d3**

Headband of ninjitsu: +2 insight bonus on sneak attacks, **Anatomist**: +1 trait bonus to confirm threats

Gear

Total Weight Carried: 13/45 lbs, Light Load (Light: 15 lbs, Medium: 30 lbs, Heavy: 45 lbs)

+4 defending speed dagger <In: Wrist sheath (1 0.5 lbs
 +5 distance dueling returning cold iron dagger 0.5 lbs
 Amulet of natural armor +3 -
 Barbed bolt x60 <In: Handy haversack (210 @ 0.05 lbs
 Bedroll <In: Handy haversack (210 @ 43.55 1.25 lbs
 Belt of incredible dexterity +6 0.5 lbs
 Blunted bolts x60 <In: Handy haversack (210 @ 0.05 lbs
 Boots of speed (10 rounds/day) 0.5 lbs
 Cold weather outfit (Free) <In: Handy haversack (210 -
 Ear trumpet, masterwork <In: Handy haversack 2 lbs
 Glass cutter <In: Handy haversack (210 @ 43.55 lbs)> -
 Grappling bolt <In: Handy haversack (210 @ 0.5 lbs
 Handy haversack (210 @ 43.55 lbs) 2.5 lbs
 Headband of ninjitsu (1/day) 0.5 lbs
 Hip flask <In: Handy haversack (210 @ 43.55 0.5 lbs
 Incendiary bolt x60 <In: Handy haversack (210 0.05 lbs
 Masterwork hand crossbow <In: Handy haversack 1 lb
 Mirror <In: Handy haversack (210 @ 43.55 lbs)> 0.5 lbs
 Money <In: Handy haversack (210 @ 43.55 lbs)> 3.3 lbs
 Murderer's blackcloth 5 lbs
 Pauldrons of the watchful lion (2/day) 1.5 lbs
 Pocketed scarf 0.5 lbs
 Potion of blur x2 <In: Handy haversack (210 @ 43.55 -
 Potion of invisibility x2 <In: Handy haversack (210 @ -
 Potion of reduce person x10 <In: Handy haversack -
 Ring of protection +3 -
 Ring of resistance +3 -
 Robe of scintillating colors 0.5 lbs
 Silk rope x4 <In: Handy haversack (210 @ 43.55 5 lbs
 Thieves' tool extenders, common <In: Handy 3 lbs
 Thieves' tools, masterwork <In: Handy haversack 2 lbs
 Wax key blank <In: Handy haversack (210 @ 0.5 lbs
 Wrist sheath (1 @ 0.5 lbs) 0.25 lbs
 Wrist sheath (1 @ 0.5 lbs) 0.25 lbs

Special Abilities

+4 to critical confirmations (Dagger)
 Blade Sense +6 (Ex)
 Bleeding Attack +10 (Ex)
 Deadly, Powerful Sneak (Ex)
 Debilitating Injury: Bewildered -2/-8 (Ex)
 Debilitating Injury: Disoriented -2/-8 (Ex)
 Debilitating Injury: Hampered (Ex)
 Defending
 Evasion (Ex)
 Fast Getaway (Ex)

Farore Lawfter – Abilities & Gear

Combat Expertise +/-4 **Feat**

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deceitful **Feat**

You are skilled at deceiving others, both with the spoken word and with physical disguises.

Benefit: You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In : Not Consolidated Skills

Double Slice **Feat**

Your off-hand weapon while dual-wielding strikes with greater power.

Prerequisite: Dex 15, Two-Weapon Fighting.

Benefit: Add your Strength bonus to damage rolls made with your off-hand weapon.

Normal: You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

Improved Critical (Dagger) **Feat**

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Two-Weapon Feint **Feat**

Your primary weapon keeps a foe off balance, allowing you to slip your off-hand weapon past his defenses.

Prerequisites: Dex 17, Int 13, Combat Expertise, Improved Two-Weapon Fighting, Two-Weapon Fighting, Two-Weapon Feint, base attack bonus +6.

Benefit: While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent. If you successfully feint, that opponent is denied his Dexterity bonus to AC until the end of your turn.

Appears In : Ultimate Combat

Improved Two-Weapon Fighting **Feat**

You are skilled at fighting with two weapons.

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Appears In : Not New Paths Option: Use Scaling Feats

Skill Focus (Bluff) **Feat**

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In : Not Consolidated Skills

Two-Weapon Feint **Feat**

You use one weapon to distract your enemy while slipping another past his defenses.

Prerequisites: Dex 15, Int 13, Combat Expertise, Two-Weapon Fighting.

Benefit: While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent.

Appears In : Ultimate Combat

Two-Weapon Fighting **Feat**

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Appears In : Not New Paths Option: Use Scaling Feats

Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

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Weapon Focus (Dagger)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Anatomist

Trait

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Life of Toil

Trait

You have lived a physically taxing life, working long hours for a master or to support a trade. Hard physical labor has toughened your body and mind. You gain a +1 trait bonus on Fortitude saves.

Appears In : Ultimate Campaign

Pattern Seeker

Trait

There are patterns in the world, both natural and artificial, that if only one can interpret them correctly, great secrets could be divined. You have long been fascinated by the idea of these hidden patterns, perhaps because a sibling or parent went to the grave obsessed with seeking a pattern, or maybe because you feel that you've uncovered a previously unknown pattern. Kintargo has a particularly unique pattern of its own; the belfry atop the Temple of Asmodeus rings at what seem to be random intervals. None know who or what rings the bells, and no true pattern by which the so-called Devil's Bells has yet accurately predicted the tolling. Many have tried, and extensive but always incomplete documents exist that track the dates and times of recorded ringings back to the end of the Chelish Civil War, when the church of Asmodeus first claimed the abandoned temple of Aroden as their own. Maybe you will be the one to solve the pattern of the Devil's Bells?

You gain a +1 trait bonus on all Perception checks, and Perception is always a class skill for you. In addition, you increase the save DC of any illusion (pattern) spell you cast by 1, and you gain a +1 trait bonus on all saving throws against illusion effects.

Appears In : Hell's Rebels

+4 to critical confirmations (Dagger) Racial Ability (Halfling)

Choose a weapon from the following list: sling, dagger, or any weapon with "halfling" in its name. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

Appears In : Advanced Player's Guide, Advanced Race Guide

Fearless

Racial Ability (Halfling)

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Improved Uncanny Dodge (Lv >= 22) (Ex) Unknown

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

When you gain the 'Improved' version of this ability you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than you have levels in classes that grant Uncanny Dodge.

If you have uncanny dodge already from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

Blade Sense +6 (Ex)

Class Ability (Rogue (Unchain)

At 3rd level, a knife master is so skilled in combat involving light blades that she gains a +1 dodge bonus to AC against attacks made against her with light blades. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level. This ability replaces trap sense.

Bleeding Attack +10 (Ex)

Class Ability (Rogue,Rogue (U

A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

Special: This talent adds an effect to the rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack is rolled.

Deadly, Powerful Sneak (Ex)

Class Ability (Rogue (Unchain)

Whenever a rogue with this talent takes a full-attack action, she can take a -2 penalty on all attack rolls until the start of her next turn. If she does, she can reroll any sneak attack damage dice that result in 1s. She can reroll multiple dice, but she can't reroll any individual die more than once per attack.

Special: This talent adds an effect to the rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack is rolled.

Addition from Deadly Sneak : When a rogue with this talent uses the powerful sneak talent, she rerolls all sneak attack dice that resulted in 1s or 2s. She can reroll multiple dice, but she can't reroll any individual die more than once per attack.

Appears In : Unchained Classes

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Debilitating Injury: Bewildered -2/-8 (Ex) Class Ability (Rogue (Unchain

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Bewildered: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by the rogue. At 10th level and 16th level, the penalty to AC against attacks made by the rogue increases by –2 (to a total maximum of –8).

Debilitating Injury: Disoriented -2/-8 (Ex) Class Ability (Rogue (Unchain

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Disoriented: The target takes a –2 penalty on attack rolls. In addition, the target takes an additional –2 penalty on all attack rolls it makes against the rogue. At 10th level and 16th level, the penalty on attack rolls made against the rogue increases by –2 (to a total maximum of –8).

Debilitating Injury: Hampered (Ex) Class Ability (Rogue (Unchain

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

Evasion (Ex) Class Ability (Rogue (Unchain

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Fast Getaway (Ex) Class Ability (Investigator,Rog

After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Appears In : Advanced Player's Guide

Hidden Blade +9 Class Ability (Rogue (Unchain

A knife master adds 1/2 her level on Sleight of Hand checks made to conceal a light blade. This ability replaces trapfinding.

Opportunist (1/round) (Ex) Class Ability (Rogue,Rogue (U

The rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round and can't be used more than once per round.

Pressure Points (Su) Class Ability (Ninja)

A ninja with this trick can strike at an opponent's vital pressure points, causing weakness and intense pain. Whenever the ninja deals sneak attack damage, she also deals 1 point of Strength or Dexterity damage, decided by the ninja. Unlike normal ability damage, this damage can be healed by a DC 15 Heal check. Each successful check heals 1 point of damage caused by this trick. A ninja with this trick receives a +10 insight bonus on this Heal check.

Appears In : Ultimate Combat

Sneak Attack (Unchained) +9d4/+9d8 Class Ability (Rogue (Unchain

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 rogue levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack—not even with the usual –4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with total concealment.

Addition from Sneak Stab : When a sneak attack is made with a dagger, kerambit (*Ultimate Combat* 130), kukri, punching daggers, starknife, or swordbreaker dagger (*Advanced Player's Guide* 178), use d8s to roll sneak attack damage instead of d6s. For sneak attacks with all other weapons, uses d4s instead of d6s.

Trap Spotter (Ex) Class Ability (Crypt Breaker,In

Whenever a rogue with this talent comes within 10 feet of a trap, she can attempt an immediate Perception check to notice the trap. This check should be made in secret by the GM.

Unwitting Ally (Ex) Class Ability (Rogue,Rogue (U

A rogue with this talent can spend a swift action to attempt to make an opponent act like an ally for purposes of providing a flank until the beginning of the rogue's next turn. The opponent must be able to hear and see the rogue, and the rogue must succeed at a Bluff check opposed by the opponent's Sense Motive. If the check succeeds, the opponent acts as an ally for the purpose of providing a flank. Whether or not the check succeeds, the rogue cannot use this trick again on the same opponent for the next 24 hours. If the rogue fails the check by 5 or more, she cannot use the unwitting ally ability on any opponent within line of sight of the failed attempt for 24 hours.

Appears In : Ultimate Combat

Farore Lawfter – Abilities & Gear

Defending (+4 defending speed dagger) Weapon Power

A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Construction

Requirements: Craft Magic Arms and Armor, *shield* or *shield of faith*; **Cost** +1 Bonus

Ring of protection +3 Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Ring of resistance +3 Ring

Protective symbols adorn this magic ring. It functions as a *cloak of resistance* with an equivalent bonus.

Construction

Requirements: Forge Ring, *resistance*, creator's caster level must be at least three times the ring's bonus; **Cost** 6,750 gp

Appears In : Ruins of Azlant

Amulet of natural armor +3 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +3.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 9,000 gp

Belt of incredible dexterity +6 Wondrous Item (Belt)

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *cat's grace*; **Cost** 18,000 gp

Boots of speed (10 rounds/day) Wondrous Item (Feet)

As a free action, the wearer of *boots of speed* can click her heels together, letting her act as though affected by a *haste* spell for up to 10 rounds each day. The *haste* effect's duration need not be consecutive rounds.

Construction

Requirements: Craft Wondrous Item, *haste*; **Cost** 6,000 gp

Handy haversack (210 @ 43.55 lbs) Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Headband of ninjitsu (1/day) Wondrous Item (Headband)

This simple black cloth band focuses the wearer's *ki*, helping her use subtle misdirection against opponents in combat. The wearer gains a +2 competence bonus on Bluff checks made to feint and combat maneuver checks made to reposition, and once per day she can attempt a feint or reposition maneuver as a swift action. The wearer also gains a +2 insight bonus on attack rolls on sneak attacks and can sneak attack creatures with concealment or total concealment, though miss chances apply normally.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *see invisibility*; **Cost** 7,500 gp

Appears In : Ultimate Equipment

Pauldrons of the watchful lion (2/day) Wondrous Item (Shoulders)

These steel and brass pauldrons feature two brass lion heads, one on each shoulder. Twice a day as an immediate action when a creature successfully makes an Acrobatics check to move through the wearer's threatened area or its space without provoking an attack of opportunity, a shadowy lion can animate from one of the pauldrons and attack that creature. The attack uses the wearer's base attack bonus + Dexterity modifier and attacks the target's touch AC. On a hit, the lion deals 2d6 points of piercing damage (x2 critical).

Construction

Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *spectral hand*; **Cost** 5,400 gp

Appears In : Ultimate Equipment

Farore Lawfter – Abilities & Gear

Robe of scintillating colors **Wondrous Item (Body)**

The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment). Additionally, the robe continuously illuminates a 30-foot radius. The effect can be used no more than a total of 10 rounds per day.

Construction

Requirements: Craft Wondrous Item, *blur*, *rainbow pattern*; **Cost** 13,500 gp

Homeland: Human Settlement **History**

You gain access to the Child of the Streets social trait and the Well-Informed race trait.

Appears In : Ultimate Campaign

Parents: Both Dead **History**

Both of your parents are dead. You gain access to the Orphaned social trait.

Appears In : Ultimate Campaign

Siblings: 1 Biological **History**

1d2 biological siblings. If you roll 2 siblings, you gain access to the Kin Guardian combat trait.

Appears In : Ultimate Campaign

Circumstance of Birth : Born into Bondage **History**

You were born into slavery or servitude. Your parents are likely slaves or servants, or you were sold into slavery as an infant. You gain access to the Life of Toil social trait.

Appears In : Ultimate Campaign

Parent's Profession : Slaves **History**

You gain access to the Life of Toil social trait.

Appears In : Ultimate Campaign

Childhood: First Kill **History**

You've had blood on your hands since your youth, when you first took the life of another creature. Whether this act repulsed you or gave you pleasure, it was a formative experience. You gain access to the Killer combat trait and the Innocent Blood story feat.

Appears In : Ultimate Campaign

Training: Outlawed **History**

For reasons just or unjust, you became a fugitive at an early age. You have lived outside the light of society for some time, risking capture or punishment whenever you need to break the law again. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23.

Appears In : Ultimate Campaign

Influential Associate : The Criminal **History**

One of your associates committed crimes regularly. He regaled you with many stories of daring robberies and break-ins - and perhaps even murders. You learned most of what you know of the criminal element from him, and he trusted you as a friend. You gain access to the Canter social trait.

Appears In : Ultimate Campaign

Moral Conflict : Minor Theft: 2 **History**

You stole several small or inexpensive items that belonged to someone else.

Appears In : Ultimate Campaign

Moral Conflict : Murder: 8 **History**

You killed someone.

Appears In : Ultimate Campaign

Moral Conflict : Petty Crime: 1 **History**

You committed a minor crime, like vandalism, trespassing, or mischief.

Appears In : Ultimate Campaign

Subject: Noble: 0 **History**

Appears In : Ultimate Campaign

Motivation: Family: 3 **History**

Appears In : Ultimate Campaign

Resolution: Denial: 1 **History**

You feel little if any regret, and deny the event mostly so others won't judge you. Few if any know of your part in the conflict, and your constant denials are meant to keep it that way.

Appears In : Ultimate Campaign

Romantic Relationships : Experience but No Substantial Rel: **History**

You've had a fling or two, but have so far shied away from any ties or commitments.

Appears In : Ultimate Campaign

Drawback: Safety or Security **History**

You are cautious and guarded - wary of others who might harm you, steal from you, or betray your trust. As such, you sleep lightly, always suspecting someone or something to sneak in upon you in the dark. Even when in relationships with people who trust you, there's always the fear that they harbor hidden agendas or will change and turn against you. You gain access to the Paranoid drawback.

Appears In : Ultimate Campaign

Special Abilities

Fearless
 Hidden Blade +9
 Improved Uncanny Dodge (Lv >= 22) (Ex)
 Opportunist (1/round) (Ex)
 Pressure Points (Su)
 Sneak Attack (Unchained) +9d4/+9d8
 Trap Spotter (Ex)
 Unwitting Ally (Ex)

Tracked Resources

+4 defending speed dagger	<input type="checkbox"/>
+5 distance dueling returning cold iron dagger	<input type="checkbox"/>
Barbed bolt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Blunted bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Boots of speed (10 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Headband of ninjitsu (1/day)	<input type="checkbox"/>
Incendiary bolt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Opportunist (1/round) (Ex)	<input type="checkbox"/>
Pauldrons of the watchful lion (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Potion of blur	<input type="checkbox"/> <input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/> <input type="checkbox"/>
Potion of reduce person	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Robe of scintillating colors	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Goblin
Elven	Halfling

Background

A small figure, scarcely a blur, dove between the legs of a much larger figure, tucking, rolling and, springing back to her feet on the other side as a bestial roar rung out in the cramped pantry, followed by a cry of pain from the larger figure as the shadowy lion bit down on his arm. He wheeled around, cleaver in hand, prepared to lop off the little halfling's head, but moved to block a strike from one of her daggers. This was a fatal error as the halfling brought the dagger from her right hand directly into his neck, followed up by a second thrust with the dagger in her right hand, piercing his larynx before he could cry out for help.

As he stood there, clutching the spurting wounds, gurgling desperately, the door to the pantry opened and a second figure entered. Farore instinctively flung one of her daggers with extraordinary precision directly into the second man's eye. Both men then dropped to the ground nearly simultaneously, the latter's body continuing to twitch as both men's chef's whites turned ever more crimson. Wiping blood from her face, she turned to the other two halflings (an old man and his granddaughter) cowering in the corner. "Well, what are you waiting for? We need to move. Now." The two of them nodded, their mouths agape and wordless.

Down the drainpipe. Through the crawlspace hidden behind the barrels. Up the scaffolding on the backside of the pizzeria and across a few boards lain across the rooftops ahead of time. Drop down into the cart full of hay. Under the foot bridge and through the drainpipe under the city wall. Soon, they were well beyond the city where Farore led her "crop" to what appeared to be a broken-down, abandoned wagon on the side of the road. Farore gave a series of raps on the side of the cart with the hilt of one of her daggers. As she waited, she narrowed her eyes as the sound of the Devil's Bells atop the Temple of Asmodeus rang out in the distance. Soon, though, a figure emerged from a hidden trap door in the floor of the cart. "Sister, I'm so glad you're safe," the other halfling said in a warm, yet hushed tone.

"Some of us are. I wasn't able to save the whole crop," Farore replied solemnly, gesturing towards the two escaped slaves; the young girl was struggling to hold back tears. "Her mom didn't make it," she told her sister, more quietly so the girl could not hear her. It wasn't three years ago that Farore had also freed her sister, Elia, but their own mother likewise did not make it.

Elia sighed and gave a sad sort of smile. "Well, you can't save everyone. You've still done a good thing today. You should be proud. And we'd be proud to have another Tiller like you."

Farore smiled weakly. "I've got too many nobles' blood on my hands. I'm wanted by half the city -- I'm not much good undercover. Besides, there's something bigger going on; I can feel it. And the Bellflower Network has my brilliant little sister to count on."

"Please take care of yourself. You've many friends in the Bellflowers, whether you change your mind or not."

Farore hugged her sister before sneaking back into the city and climbing into the tiny, hidden garrett she called home. There she lay, listening to the sounds of the city, listening for sounds of trouble. Listening to another tolling of the Bells.

Sourcebooks Used

- **Advanced Player's Guide** - Fast Getaway (special ability)
- **Advanced Player's Guide / Ultimate Equipment** - Murderer's blackcloth (armor)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Anatomist (trait)
- **Adventurer's Armory / Pathfinder Adventure Paths / Ultimate Equipment / Varisia, Birthplace of Legends** - Pocketed scarf (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Grappling bolt (equipment); Wax key blank (equipment); Wrist sheath (equipment)
- **Dungeoneer's Handbook** - Thieves' tool extenders, common (equipment)
- **Hell's Rebels** - Blunted bolts (weapon); Pattern Seeker (trait)
- **Ranged Tactics Toolbox** - Barbed bolt (weapon); Ear trumpet, masterwork (equipment); Incendiary bolt (weapon)
- **Ruins of Azlant** - Ring of resistance +3 (equipment)
- **Ultimate Campaign** - Life of Toil (trait); Paranoid (???)
- **Ultimate Combat** - Improved Two-Weapon Feint (feat); Knife Master (archetype); Pressure Points (special ability); Two-Weapon Feint (feat); Unwitting Ally (special ability)
- **Ultimate Equipment** - Glass cutter (equipment); Headband of ninjitsu (equipment); Hip flask (equipment); Pauldrons of the watchful lion (equipment)
- **Unchained Classes** - Deadly Sneak (special ability); Powerful Sneak (special ability); Rogue (Unchained) (class)

Title - Farore Lawfter (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/01/24

XP Reward : 0 XP; **Net Cash** :

- no notes -