

ABYSSAL SERVITOR**CR 4****XP 1,200**

Abyssal servitor human rogue 4

CE Medium humanoid (human)

Init +9; **Senses** darkvision 60 ft.; Perception +8

DEFENSE**AC** 18, touch 11, flat-footed 21 (+5 Dex, +1 dodge, +2 natural)**hp** 34 (4d8+16)**Fort** +4, **Ref** +9, **Will** +2**Defensive Abilities** evasion, trap sense +1, uncanny dodge; **DR** 5/good; **Immune** poison;**Resist** acid 10, cold 10, electricity 10, fire 10; **SR**

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OFFENSE**Speed** 40 ft.**Melee** +1 *short sword* +9 (1d6+7/19-20) or 2 claws +8 (1d4+4)**Special Attacks** abyssal boon, sneak attack +2d6

STATISTICS**Str** 18, **Dex** 21, **Con** 16, **Int** 14, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +7; **CMD** 23**Feats** Dodge, Improved Initiative, Weapon Finesse**Skills** Acrobatics +12, Bluff +7, Climb +10, Disable Device +12, Knowledge (religion) +6, Knowledge (planes) +6, Perception +8, Sense Motive +8, Sleight of Hand +12, Stealth +12**Languages** Abyssal, Celestial, Common,

Draconic, Elven, Undercommon

SQ abyssal link, relentless, rogue talents(bleeding attack, follow clues^{APG}), trapfinding**Gear** +1 *short sword*

SPECIAL ABILITIES