

XP 19,200

Male tengu rogue 13

CN Medium humanoid (tengu)

Init +5; **Senses** low-light vision; Perception +20

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)

hp 98 (13d8+36)

Fort +5, **Ref** +13, **Will** +6

Defensive Abilities evasion, improved uncanny dodge, trap sense +4, uncanny dodge

OFFENSE

Speed 30 ft.

Melee dagger +15 (1d4+1/19-20)

Special Attacks rogue talent (bleeding attack), sneak attack +7d6

STATISTICS

Str 13, **Dex** 20, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +10; **CMD** 26

Feats Dodge, Mobility, Spring Attack, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +21, Bluff +15, Climb +17, Knowledge (local) +16, Linguistics +17, Perception +20, Sense Motive +8, Sleight of Hand +21, Stealth +23; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

Languages Abyssal, Akl, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Goblin, Gnome, Halfling, Ignan, Infernal, Orc, Sylvan, Tengu, Terran, Undercommon

SQ gifted linguist, rogue talent (fast stealth, ledge walker, quick disable, surprise attack, trap spotter), swordtrained, trapfinding

Gear *cape of the mountebank*, chain shirt, dagger (4), *ring of invisibility*