

XP 6,400

Male elf rogue 9

CN Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +31

DEFENSE

AC 22, touch 15, flat-footed 18 (+5 armor, +1 deflection, +3 Dex, +1 dodge, +2 shield)

hp 71 (9d8+27)

Fort +4, **Ref** +9, **Will** +3; +2 vs. enchantment spells and effects

Defensive Abilities evasion, improved uncanny dodge, trap sense +3, uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 *rapier* +11/+6 (1d6+1/19-20)

Special Attacks sneak attack +5d6

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +27; **CMD** 42

Feats Alertness, Dodge, Improved Initiative, Mobility, Skill Focus (Use Magic Device), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +15, Appraise +15, Bluff +13, Craft (sculpting) +15, Craft (painting) +15, Disable Device +15, Linguistics +15, Perception +16, Sense Motive +14, Stealth +15, Use Magic Device +16; **Racial Modifiers** +2 Perception

Languages Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Goblin, Ignan, Orc, Sylvan, Terran, Undercommon

SQ elven magic, rogue talents (combat trick [dodge], finesse rogue, quick disable, weapon training [rapier]), trapfinding

Gear +1 *buckler*, +1 *mithral chain shirt*, +1 *rapier*, *potion of cure moderate wounds* (2), *ring of invisibility*, *ring of protection* +1, *scroll of shrink item* (2), *scroll of stone shape* (2)