XP 38,400

Male elf rogue 14

CN Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +18

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 dodge) **hp** 49 (14d6)

Fort +4, Ref +11, Will +3; +2 vs. enchantments Defensive Abilities improved evasion, improved uncanny dodge, trap sense +4; Immune elven immunities

OFFENSE

Speed 30 ft.

Melee masterwork rapier +13 (1d6/18-20)

STATISTICS

Str 10, Dex 15, Con 10, Int 16, Wis 8, Cha 18

Base Atk +10; CMB +10; CMD 22

Feats Deceitful, Deft Hands, Dodge, Improved Initiative, Skill Focus (Use Magic Device),

Stealthy, Weapon Finesse

Skills Appraise +20, Bluff +23, Diplomacy +21,

Disable Device +21, Disguise +23, Escape Artist +21, Perception +18, Sense Motive +16, Sleight of Hand

+21, Stealth +21, Use Magic Device +24; Racial

Bonuses +2 Perception

Languages Common, Dwarven, Elven, Gnome, Halfling

SQ elven magic, fast stealth, keen senses, ledge walker, quick disable, skill mastery (Bluff, Diplomacy, Disable Device, Sense Motive, Stealth, Use Magic Device), slippery mind, stand up, trapfinding, twin wands, weapon familiarity **Gear** cape of the mountebank, disguise kit, masterwork rapier, masterwork thieves' tools, portable hole, wand of arcane lock (13 charges), wand of disguise self (6 charges), wand of featherfall (8 charges), wand of fireball (10 charges), wand of ghost sound (15 charges), wand of hold portal (12 charges), wand of jump (21 charges), wand of light (35 charges), wand of locate object (17 charges), wand of obscuring mist (19 charges), wand of obscure object (27 charges), wand of silent image (43 charges)