

NPC

Chaotic Good

Darkvision (60'), Normal	
VISION	
0	
POINTS	

SKILLS					MAX RANKS	16/8
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	12	= 2	+ 10.0	+
✓	Climb	STR	14	= 1	+ 13.0	+
	Decipher Script	INT	15	= 2	+ 13.0	+
	Disable Device	INT	14	= 2	+ 12.0	+
✓	Disguise	CHA	16	= 0	+ 16.0	+
✓	Escape Artist	DEX	14	= 5	+ 9.0	+
✓	Hide	DEX	19	= 5	+ 14.0	+
✓	Move Silently	DEX	16	= 5	+ 11.0	+
	Open Lock	DEX	18	= 5	+ 13.0	+
✓	Search	INT	17	= 2	+ 15.0	+
	Sleight of Hand	DEX	19	= 5	+ 12.0	2
	Tumble	DEX	16	= 5	+ 11.0	+
	Use Magic Device	CHA	11	= 0	+ 11.0	+

✓ : can be used untrained. X : exclusive skills
 = + + +

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER
MELEE attack bonus	+10/+5	=	+9/+4	+1	+0	+0	
RANGED attack bonus	+14/+9	=	+9/+4	+5	+0	+0	
GRAPPLE attack bonus	+10/+5	=	+9/+4	+1	+0	+0	

FEATS	
Alertness	See Text
Deft Hands	See Text
Iron Will	See Text
Weapon Finesse	See Text

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.

Defensive Awareness (+1 against traps)

Evasion (Ex)

Sneak Attack +7d6

Stability

Stonecunning

Trap Sense (Ex) +4

Trapfinding

Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike

Common, Dwarven, Goblin, Orc