

## Chaotic Evil

ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

Skill Name		SKILLS				MAX RANKS	17/8.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise	INT	21	= 4	+ 17.0	+	
✓	Balance	DEX	21	= 6	+ 15.0	+	
✓	Bluff	CHA	13	= 1	+ 12.0	+	
	Decipher Script	INT	19	= 4	+ 15.0	+	
✓	Diplomacy	CHA	20	= 1	+ 15.0	+	
	Disable Device	INT	20	= 4	+ 16.0	+	
✓	Disguise	CHA	15	= 1	+ 12.0	+	
✓	Escape Artist	DEX	25	= 6	+ 17.0	+	
✓	Forgery	INT	13	= 4	+ 9.0	+	
	Knowledge (Local)	INT	18	= 4	+ 14.0	+	
✓	Listen	WIS	25	= 4	+ 17.0	+	
	Open Lock	DEX	9	= 6	+ 3.0	+	
✓	Search	INT	19	= 4	+ 13.0	+	
✓	Sense Motive	WIS	12	= 4	+ 8.0	+	
	Sleight of Hand	DEX	23	= 6	+ 15.0	+	
✓	Use Rope	DEX	12	= 6	+ 6.0	+	

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+11/+6	=	+10/+5	+1	+0	+0	
<b>RANGED</b> attack bonus	+16/+11	=	+10/+5	+6	+0	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	=	+10/+5	+1	+0	+0	

$$\text{✓ : can be used untrained. X : exclusive skills} = \text{_____} + \text{_____} + \text{_____}$$

## SPECIAL ABILITIES

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Defensive Awareness (+1 against traps)Evasion (Ex)

Immunity to magic sleep effects.

Sneak Attack +7d6

## PROFICIENCIES

(Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Spearspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike

LANGUAGES	
Common	Draconic, Elven, Gnome, Orc, Sylvan