

Ravno

Phiravno Bengalebaxtakko

God: Desna

Ability	Mod			
18 (+4)STR	16	3	HP:	80
20 (+5) DEX	18	4	Initiative:	6
CON	18	4	*AC:	26
INT	16	3	Tch AC	21
20 (+5) WIS	18	4	Flt Ft Ac	18
CHA	10	0	AP:	9
	Base		Abil	Misc
Reflex SV	14	7	5	2
Fort SV	10	6	4	
Will SV	10	5	5	

Languages

Common

Varisan

Shaonti

Goblin

Align: CG

Human

Feats: Shadow Blade

City Born

Exotic Wpn Prof

Bld Scrif

Sudden Recovery

Rapid Assault

Daring Outlaw

Class: Quick to Act +1

Wpn Focus:

Shadow Hand

Wpn Fin-Srf

AC Bonus (Wis)

Sneak Atk +3d6

Trap Finding

Grace +1

Evasion

Insighful Strike (Int)

Trap Sense +1

*Dodge +1

Swordsage 3
Swashbucker 3
Rogue 3
Init Level 6

Skills

	Tot	Rnk	Ablty	Mod	P/S
Appraise	7	4	3		S
Balance	9	4	5		S
Bluff	5	4	0	1	S
Climb	17	12	3	2	P
Concentrate	16	12	4		P
Craft (Jeweler)	9	4	3	2	S
Decipher Script	7	4	3		S
Diplomacy	12	12	0		P
Disable Device	19	12	5	2	S
Disguise	4	4	0		S
Escape Artist	9	4	5		S
Forgery	7	4	3		S
Gather Info	4	4	0		S
Heal	16	12	4		P
Hide	27	12	5	10	P
Intimidate	4	4	0		S
Jump	7	4	3		S
Kno (History)	7	4	3		S
Kno(Local)	15	12	3		P
Kno(Nature)	7	4	3		S
Kno(Nobility)	7	4	3		S
Listen	16	12	4		P
Martial Lore	7	4	3		S
Move Silently	17	12	5		P
Open Lock	11	4	5	2	S
Perform	4	4	0		S
Prof (Shop Keep)	7	4	3		S
Ride	9	4	5		S
Search	15	12	3		P
Sense Motive	15	12	3		S
Sleight of Hand	9	4	5		S
Spot	16	12	4		P
Swim	15	12	3		P
Tumble	17	12	5		P
Use Magic Dvc	12	12	0		P
Use Rope	16	12	4		S

Combat

Weapon	Total	Base	Ablty	Feats	Mag Misc	Damage	Crit
MW Bladed Scarf*	14	7	5	1	1	1d6+6	19-20 Rch 10 FT
MW Bladed Scarf*	9	2	5	1	1	1d6+6	
Star Knife	11	7	4			1d4+4	3x Rng: 20 FT
Short Bow	12	7	5			1d6	
Hvy Flail	11	7	4			1d10+6	
Dagger*	12	7	4	1		1d4+4	
Sap	11	7	4			1d6+4	
MW War Razor	12	7	4		1	1d4+4	18-20

*Insightful Strike- Add Int to damage sneak attackable or critable target +3

*Add Dex to dmg for Shadow Hand Wpns while in SH stance +5

*Sneak Attack +3d6

*Rapid Assault: +1d6 Damage, first round of combat

Feat: Sudden Recovery; 1x/day recover maneuver as swift action

Full Round Action readies an expended maneuver, no atk of opp.

Stances

Island of Blades: Flanking for all

Child of Shadow: Move 10 ft if something to behind then concealment.

Manuevers (5 Ready)

- ☐ Shadow Blade Technique: 2d20, take higher normal, take lower +1d6 cold dmg (Shad Hnd)
- ☐ Burning Blade: +1d6 +1/Init Lvl Fire Damage (Desert Wind) 1d6+6
- ☐ Wind Stride: +10 Ft Move (Desert Wind)
- ☐ Clinging Shadow Strike 20% miss chance Fort DC 14 (Shad Hnd)
- ☐ Sapphire Nightmare Blade: Concen vs ac, target flat ftd+1d6, if no then -2 to hit (Diamond Mind)
- ☐ Counter Charge: Opposed Str or Dex, succ: no atk, move 2 sq away, fail gain add +2 (Stn Drgn)
- ☐ Moment of Perfect Mind: Use Concen in place of Will Save (Diamond Mind)
- ☐ Shadow Jaunt, standard action, Teleport 50 ft

Swag

<i>Clothes & Swag</i>	<i>Weapons & Armor</i>	<i>Misc Adventuring Gear</i>		
Travelers Outfit	Bladed Scarf	Backpack	PP	
Entertainers Outfit	Star Knife (2)	Sacks (2)	GP	1577
Misc Jewlery (10 gp)	MW Chain Shirt	Belt Pouch	SP	2
Stalker Mask	Cold Iron Arrows (15)	Silk Rope (50 ft)	CP	4
Cloak Elvinkind	Normal Arrows (20)	Grapple Hook	Tot	1577.24
Belt Str +2	Short Bow	Light Riding Horse		
Ring Pro +1	Cold Iron Dagger	Small Silver Mirror		
Circlet Wisdom +2	Silver Dagger	Climbing Kit (+2)		
Gloves Dex +2	MW Bladed Scarf	Trail Rations (20)		
Reinforced Scarf	MW War Razor	MW Thieves Tools		
Pocket Scarf	Sap	MW Artisan Tools		
	MW Dagger			
<i>Potions</i>				

Stalker Mask

(+5 to Hide checks, 1/day *Disguise Self* against one person, +2 on attack and damage against duplicated person

Wands: (DC: 20)

Magic Miss, (2x) 3rd level, Charges: 35

Vampiric Touch (33)

Ray Enfeeblement (21)

Scorching Ray (4d6) Charges 19

Wand Enervation (12)