



**Melee:** +4  
**Missile:** +7  
**Grapple:** +4

**Sneak attack:** +2d6 (1 R, 1 SpT)  
**Spell Resistance:** none  
**Speed:** 30'

## SPECIAL ABILITIES

**Racial:**

- Resistance 5/fire, cold, electricity
- +2 DEX, -2 CHA
- Tieflings are native outsiders, so they are vulnerable to spells and effects that work on creatures of the outsider type but immune to effects that target other types. For example, a tiefling would be subject to the extra damage from an outsider bane sword but immune to *hold person*, since that spell affects only humanoids.
- base land speed = 30 feet
- darkvision to 60 feet
- Once per day, the tiefling may use an effect similar to *darkness* (caster level equals tiefling's character level), except that the radius is 5 feet. This ability is the equivalent of a 1st-level spell
- +2 to Bluff and Hide checks
- **Automatic Languages:** Common, Infernal.  
*Bonus Languages (+2 INT):* Draconic, Elven

### **Class:**

**Rogue 1**

- **Sneak attack (Ex):** +1d6
- **Trapfinding (Ex):** Use Search to locate traps DC 20+

### **Spellthief 1**

- **Sneak attack (Ex):** +1d6 (stacks w/Rogue 1)
- **Trapfinding (Ex):** see above
- **Steal spell (Su):** steal 0- or 1<sup>st</sup> level spell in lieu of sneak attack damage, # stolen spell levels = spellthief level

*Note: because of Rogue and Spellthief levels, sneak attack damage stacks. He can do 2d6 damage, or 1d6 damage **and** steal a spell.*

### **Spellthief 2**

- **Detect magic (Sp):** Use *detect magic* # times/day = to CHA bonus, caster level = spellthief level.
- **Spellgrace (Su):** +1 competence bonus on saves v. spells.
- **Steal Spell Effect (Su):**  
Gain the effect of a single spell affecting target of successful sneak attack, in lieu of 1d6 damage. Cannot steal an effect of caster level greater than spellthief level + CHA modifier (currently 6<sup>th</sup> and above). Stolen effect lasts for 1 minute per class level, or until

effect runs out, whichever comes first. After this time, the effect returns to the target. Spell effects can only be stolen if they could have been cast on the spellthief by the original caster (eg. *Shield* is a personal effect, and so cannot be stolen). If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the target for 1 minute per spellthief level. This ability does not work on spell effects that are immune to *dispel magic*.

### Spellthief 3

- ***Steal energy resistance 10 (Su)***  
Siphon off some or all of target's resistance to an energy type with successful sneak attack. Reduces the target's resistance by 10 (minimum 0) unless target is immune to that energy (immunity retained). Stolen resistance lasts 1 minute or when effect expires. Can be used multiple times, but does not stack for same energy, only for different energy types.

### Spellthief 4 — ***Steal spell (2<sup>nd</sup> level)***

### Equipment bonuses:

Masterwork Thieves' tools: +2 circumstance bonus Open Lock & Disable Device

Masterwork Composite

Shortbow, +1 STR: +1 to hit (masterwork), +1 damage (composite)

### Magic Items: (p = personal, g = group item)

*Wand of Cure Light Wounds* (p) — cure 1d8 +3 damage  
50 charges Used:

*Minor Ring of Spell Storing* (g) — stores up to 3 levels of spells

Currently: \_\_\_\_\_

## WEAPONS

### MASTERWORK COMPOSITE SHORT

#### BOW, +1 STR:

**Attack:** +5 (+4 DEX, +1  
masterwork)  
**Critical:** 20/x3  
**Damage:** d6+1  
**Range:** 60'  
**Type:** piercing  
**Feats:**

#### SICKLE

**Attack:** +4 (+4 DEX)  
**Critical:** 20/x2  
**Damage:** d6+1  
**Range:** melee  
**Type:** slashing  
**Feats:** Weapon Finesse

#### PUNCHING DAGGER

**Attack:** +4 (+4 DEX)  
**Critical:** 20/x3  
**Damage:** d4+1  
**Range:** melee  
**Type:** piercing  
**Feats:** Weapon Finesse

#### SHORTSPEAR

**Attack:** +1 (+1 STR)  
**Critical:** 20/x2  
**Damage:** d6+1  
**Range:** 20'  
**Type:** piercing  
**Feats:**

#### DAGGER

**Attack:** +4 (+4 DEX)  
**Critical:** 19-20/x2  
**Damage:** d4+1 (melee)  
**Range:** 10' (thrown)  
**Type:** Piercing or Slashing  
**Feats:** Weapon Finesse  
**Special:** +2 SOH check when  
hidden

#### SAP

**Attack:** +4 (+4 DEX)  
**Critical:** 20/x2  
**Damage:** d6+1 *nonlethal*  
**Range:** melee  
**Type:** bludgeoning  
**Feats:** Weapon Finesse

## SPELLS

LEVEL	# KNOWN	SAVE DC	#/DAY	BONUS SPELLS
1 <sup>ST</sup>	2	13	0	1
2 <sup>ND</sup>		14		
3 <sup>RD</sup>		15		
4 <sup>TH</sup>		16		

  

LEVEL	NAME	TIME	COMP.	RANGE	TARGET/AREA	DURATION	ST	SPELL RES.	DESCRIPTION
0	Detect Magic <i>d</i>	1 std	V,S	60'	Cone-shaped emanation	Concentration, up to 1 min./lvl (D)	None	No	Detect magical auras. 1 <sup>st</sup> round: Presence or absence. 2 <sup>nd</sup> rd: # different auras and power of most potent aura. 3 <sup>rd</sup> rd: strength and location of each aura. <a href="#">PHB pg. 219</a> <i>class ability - twice per day</i>
1	Arrow Mind <i>d</i>	1 im	V,S,M	personal	you	1 min/l (D)	—	—	While wielding projectile weapon that fires arrows, you threaten all squares w/in your normal melee range (5' M or S, 10' L) w/bow, allowing attacks of opportunity w/arrows from bow. Also, you do not provoke attacks of opportunity when shooting bow w/in another creature's threatened square. <i>M = flint arrowhead</i> <a href="#">SC pg. 15-16</a>
1	Darkness <i>i</i>	1 std	V, M/DF	touch	object	10 min/level	None	No	object radiates shadowy illumination out to 5' radius, granting concealment to all creatures w/in (20% miss chance even for dark & I.I. vision), cannot be penetrated by light source or neg. by lesser level light spells, or neg. higher level light spells. <i>Racial ability - once per day. Caster level=character level.</i>
1	Sniper's Shot <i>d</i>	1 sw	V, S	personal	you	1 round	—	—	Ranged attack(s) made before start of next turn can be sneak attacks regardless of distance to target. Other conditions for sneak attack must still be fulfilled.  <a href="#">SC pg. 194</a>
1	Detect Aberration <i>d</i>	1 std	V, S	FOV	60' cone	concentration, ≤1 min/level	None	No	1 <sup>st</sup> round: presence of 1 or more aberrations if present 2 <sup>nd</sup> round: #aberrations and strength of most powerful one 3 <sup>rd</sup> round: strength & location of each aberration in area viewed. Strength in terms of HD. Area viewed can be changed, but rounds start over again. Detection not based on visual acuity, but is blocked by 1' stone, 1" common metal, 1 thin sheet of Pb, or 3 feet of wood/dirt. Currently stored in Minor Ring of Spell Storing.

**Spellthief capacity:**

4 levels

## FEATS AND SKILLS

### Feats:

FEAT	LEVEL	DESCRIPTION
Weapon Finesse	1 <sup>st</sup>	Use DEX instead of STR to modify attack roles with light weapons
Quick Draw	3 <sup>rd</sup>	Draw weapon as free action; draw <i>hidden</i> weapon as <b>move</b> action. May throw weapons at full normal rate of attack (as with a bow).*

### Special attacks:

**\*SLEIGHT OF HAND:** Palm a dagger in your off hand. Fight the same foe for at least 2 consecutive melee rounds to get your opponent used to the idea that you have nothing in your off hand. At the beginning of your turn in the 3<sup>rd</sup> round, make a Sleight of Hand check, opposed by your opponent's Spot check. If you succeed, your foe is considered flat-footed for the next single attack you make with the dagger.

*Complete Warrior, pg. 122.*

### Skills:

**Skill points (1<sup>st</sup> level R):** 40 (8 + INT) x4  
**Skill points (SpT levels):** 32 (6 + INT) x4  
**Total skill points:** 72

**Maximum ranks:** Class: 8 Cross-class: 4

<b>SKILLS</b>		<b>Ability Modifier</b>	<b>Other Modifiers</b>	<b>Ranks</b>	<b>Total</b>
APPRAISE	INT	2		1	+3
BALANCE*	DEX	4			+4
BLUFF	CHA	2	+2 racial	5	+9
CLIMB*	STR	1			+1
CONCENTRATION	CON	1		1	+2
CRAFT	INT	2			+2
DECIPHER SCRIPT	INT	2			+2
DIPLOMACY	CHA	2	+2		+4
DISABLE DEVICE	INT	2	2 (tools)	8	+12
DISGUISE	CHA	2	+2		+4
ESCAPE ARTIST*	DEX	4			+4
FORGERY	INT	2			+2
GATHER INFORMATION	CHA	2		2	+4
HANDLE ANIMAL	CHA	2			
HEAL	WIS				
HIDE*	DEX	4	+2 racial	4	+10
INTIMIDATE	CHA	2	+2		+4
JUMP*	STR	1		2	+3
KNOWLEDGE (ARCANA)	INT	2			+2
KNOWLEDGE (LOCAL)	INT	2			+2
LISTEN	WIS			4	+4
MOVE SILENTLY*	DEX	4		8	+12
OPEN LOCK	DEX	4	2 (tools)	7	+13
PERFORM	CHA	2			+2
PROFESSION	WIS				
RIDE	DEX	4			
SEARCH	INT	2		8	+10
SENSE MOTIVE	WIS			2	+2
SLEIGHT OF HAND*	DEX	4	+2	2	+8
SPELLCRAFT	INT	2	+2 (scrolls)		+2/+4
SPOT	WIS			6	+6

<b>SKILLS</b>		<b>Ability Modifier</b>	<b>Other Modifiers</b>	<b>Ranks</b>	<b>Total</b>
<b>SURVIVAL</b>	WIS		+2 (track)		
<b>SWIM*</b>	STR	1		2	+3
<b>TUMBLE*</b>	DEX	4		2	+6
<b>USE MAGIC DEVICE</b>	CHA	2		8	+10
<b>USE ROPE</b>	DEX	4			+4

*blue denotes class skills*

*red denotes cross-class skills*

*black denotes untrained skills*

*green denotes synergy bonus*

*\*armor check penalty applies*



## CHARACTER NOTES

**Appearance:** Medium height, lithe. Dusky skin. Dark brown eyes, he wears his dark reddish-brown hair in sort of a reverse-tonsure buzz cut which just barely conceals the two small oval scars just above the hairline, one on each of his frontal bones. His hair is not often visible, though, as he tends to wear a black skullcap.

### **Biography:**

A tiefling, whose human father — a druid magicked and seduced by the child's sorceress mother — was abhorrent and ashamed of his son's unnaturalness and fiendish inheritance. He cut the boy's horns off personally, apprenticing him at a very early age to the spellthieves' guild to rid himself of the responsibility. W'Illo understood his father's difficulties, and found no fault with him. He adopted his father's (and his guild's) tendency toward strict neutrality, neither proud nor ashamed of his half-breed nature.

He is, however, intelligent enough to disguise it in the company of strangers.

W'Illo specializes in stealth techniques and finding and removing traps, etc., much more than on the actual material acquisition aspect of the rogue profession. He leans much more to the scout or assassin lines of work.

During his first adventure with the new group, he learned three things: one, talk less and act more; two, check *everything* for traps, especially if there's a lock involved; and three, patience with sneak attacks.

It is also apparent that there is no clear leader in this group. There are several who want their ideas to prevail, but there is no evident majority of members willing to follow any single one of them. One or two members will advance elaborate and convoluted schemes to achieve nebulous goals, and W'Illo — in noting this — is more acutely aware of his own penchant for second-guessing and his need to curb that tendency. There is also a chaotic bent to the group, as members take off on their own seemingly at will. W'Illo is at this point convinced that his back is best watched by himself, then, although he for his part will try to keep the group dynamic in mind with other party members.

Somewhat unsettled after the dissolution of his first adventuring group, W'Illo was pleasantly surprised by his maiden outing with the new party. A spirit of cooperation prevailed, and there was very little dithering or bickering, despite a minor fracas when new member Merkator somewhat overeagerly tried to embellish the spellthief's archery. Apologies and explanations were made afterward, however, and a

repeat of the disagreement is not anticipated.

Altogether a happy action, albeit centered around very sad, and disturbing, events. And although the group seems to have lost its most intuitive member with Strontium's departure, those that remain are gifted with hindsight, and may still learn to anticipate, or at least navigate, the peculiar twists of life and adventure in Marhaven.

On his second venture with the new group, W'illot learnt the quality of his friends as they helped to restrain him until he was rid of a ghost which had inhabited his body. They were most kind and forgiving, even though in his possessed state he inflicted several wounds upon them. Pendrul and Quinn, in particular, are slated for some special thanks in the form of service during hardship. In the group's next outing, he will keep a particular eye on these two, and spring to their aid should the need arise. He has already acquired a *wand of cure light wounds*, ostensibly for himself, but it will be liberally applied to his rescuers, and all his friends, as the need arises.

Unfortunately, his demi-infernal nature, and his unemotional upbringing, make it difficult for him to express gratitude in any other fashion.

**Pack/Equipment:**

Leather armor =	15 gp
Short bow =	45 gp
Arrows (60) =	4.5 gp
Sickle =	9 gp
Punching dagger =	3 gp
Thieves' tools =	45 gp
torches, 2 =	3 cp
waterskin =	1.5 gp
spell component pouch =	7.5 gp
candles, 2 =	3 cp
flint and steel =	1.5 gp
backpack =	3 gp
bedroll =	1.5 sp
blanket, winter =	7.5 sp
sack, 2 =	3 sp
tankard, wood =	1 gp
rope, hempen, 50' =	1.5 gp
Shortspear =	1.5 gp
(Mostly for poking things)	
crowbar=	3 gp
grappling hook =	1.5 gp
sunrod x 2 =	6 gp
belt pouch x 2 =	3 gp
dagger =	3 gp
sap =	1.5 gp

**Kit:**

Weapons: spear is carried or strapped to back, bow ditto (alternate), sickle is tucked in belt in back, punching dagger in belt (left side), other dagger concealed in right boot. Arrows in quiver, spares strapped to backpack or left at home.

Backpack: Tools, torches, sunrods, waterskin, candles, sacks, tankard, rope, crowbar, grappling hook, bedroll (tied to bottom), light mace tucked in over bedroll.

Belt: spell component pouch, belt pouch w/sap and wand, belt pouch w/flint and steel, sickle tucked in back.

*NOT ALL ITEMS ARE CARRIED ON EACH ADVENTURE. LOAD WILL BE DETERMINED ON A CASE BASIS.*

starting: 160gp, total equipment cost= 154gp 2sp 6cp



**COMBAT TABLE: W'Illoot Mauk**Level: 5

AC: 16 \_\_\_\_\_ Initiative Modifier: +4 HP: 34  
 (FF = 12, T = 14)

Saving Throws: Fortitude: +2 Reflex: +7 Will: +4

WEAPON	ATTACK BONUS	DAMAGE + BONUS
Composite shortbow	<i>Critical = 20/x3</i>	<i>piercing</i>
	+8	d6+1
Sickle	<i>Critical = 20/x2</i>	<i>slashing</i>
	+7	d6+1
Punching dagger	<i>critical = 20/x3</i>	<i>piercing</i>
	+7	d4+1
Shortspear	<i>Critical = 20/x3</i>	<i>piercing</i>
	+3	d6+1
Dagger	<i>critical = 19-20/x2</i>	<i>piercing/slashing</i>
	+7	d4+1
Sap (*non lethal damage)	<i>critical = 20/x2</i>	<i>bludgeoning</i>
	+7	d6+1*

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