

Alvise Isidoro



Male human expert 5 - CR 3

Chaotic Neutral Humanoid (Human); Age: **45**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR <small>STRENGTH</small>	9	-1	
DEX <small>DEXTERITY</small>	16	+3	
CON <small>CONSTITUTION</small>	10	0	
INT <small>INTELLIGENCE</small>	12	+1	
WIS <small>WISDOM</small>	8	-1	
CHA <small>CHARISMA</small>	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE <small>(CONSTITUTION)</small>	+1	=	+1				
REFLEX <small>(DEXTERITY)</small>	+4	=	+1	+3			
WILL <small>(WISDOM)</small>	+3	=	+4	-1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=		+3					

Touch AC	BAB	Strength	Size	Misc
13		+3	-1	10

CM Bonus	BAB	Strength	Dexterity	Size
+2		+3	-1	-

CM Defense	BAB	Strength	Dexterity	Size
15	10	+3	-1	+3

Base Attack	+3	HP	20
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Initiative	Damage / Current HP
+3	

Speed	30 ft
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (3)	5	
Appraise	+8	INT (1)	4	
Bluff	+10	CHA (0)	5	
Climb	-1	STR (-1)	-	
Diplomacy	+7	CHA (0)	4	
Disguise	+9	CHA (0)	4	
Escape Artist	+9	DEX (3)	1	
Fly	+3	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (local)	+9	INT (1)	5	
Perception	+7	WIS (-1)	5	
Ride	+3	DEX (3)	-	
Sense Motive	+7	WIS (-1)	5	
Sleight of Hand	+14	DEX (3)	5	
Stealth	+10	DEX (3)	2	
Survival	-1	WIS (-1)	-	
Swim	-1	STR (-1)	-	

Feats

- Armor Proficiency (Light)
- Cosmopolitan (Diplomacy, Survival)
- Deceitful
- Simple Weapon Proficiency - All
- Skill Focus (Sleight of Hand)
- Stealthy

Gear

**Total Weight Carried: 5/90 lbs, Light Load
(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)**

Gambler's kit

5 lbs

Experience & Wealth

Current Cash: **300 gp**

Reputation: **Fame: 5, PP: 5, 100 miles.**

Languages

Common

Dwarven

Iviya Sarenya



Female human swashbuckler 5 - CR 4

Chaotic Neutral Humanoid (Human); Age: 25; Height: 5' 4"; Weight: 140lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	8	-1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				
REFLEX (DEXTERITY)	+8	=	+4	+4			
WILL (WISDOM)	+0	=	+1	-1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+3	+1	+3			+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	14				

CM Bonus	BAB	Strength	Size	Misc
+6	=	+5	+1	-

CM Defense	BAB	Strength	Dexterity	Size
21	= 10	+5	+1	+4

Base Attack	+5	HP	35
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Initiative	Damage / Current HP
+10	

Speed	30 / 20 ft
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Masterwork rapier

Main hand: +12, 1d6+2+5 Crit: 15-20/x2
Precision 1-hand, P

Both hands: +12, 1d6+2+5
Precision

+1 leather armor

+3

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Masterwork buckler

+1

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (4)	5	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+9	CHA (1)	5	
Climb	+3	STR (1)	2	
Diplomacy	+9	CHA (1)	5	
Disguise	+1	CHA (1)	-	
Escape Artist	+9	DEX (4)	5	
Fly	+1	DEX (4)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+5	CHA (1)	1	
Knowledge (local)	+8	INT (2)	3	
Perception	+6	WIS (-1)	4	
Ride	+5	DEX (4)	1	
Sense Motive	+4	WIS (-1)	2	
Sleight of Hand	+5	DEX (4)	1	
Stealth	+1	DEX (4)	-	
Survival	-1	WIS (-1)	-	
Swim	+2	STR (1)	1	

Feats

Armor Proficiency (Light)
Buckler Proficiency
Defiant Luck (1/day)
Extra Panache
Improved Initiative
Martial Weapon Proficiency - All
Quick Draw
Simple Weapon Proficiency - All
Weapon Focus (Rapier)

Special Abilities

Charmed Life +1 (3/day) (Ex)
Deed: Derring-Do (+4 extra dice) (Ex)
[N/A] Deed: Dodging Panache +1 (Ex)
Deed: Kip-Up (Ex)
Deed: Menacing Swordplay (Ex)
Deed: Opportune Parry and Riposte (Ex)
Deed: Precise Strike +5 (Ex)
Deed: Swashbuckler Initiative (Ex)
Panache (Ex)
Swashbuckler Finesse

Gear

Total Weight Carried: 65/150 lbs, Medium Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

+1 leather armor	15 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Masterwork buckler	5 lbs
Masterwork rapier	2 lbs
Mess kit	1 lb
Pot	4 lbs
Potion of cure light wounds x2	-
Rope	10 lbs
Soap	0.5 lbs
Stubborn nail	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs
Wound paste (5 uses)	0.5 lbs

Experience & Wealth

Current Cash: **141 gp**
Reputation: **Fame: 6, PP: 6, 100 miles.**

Tracked Resources

Charmed Life +1 (3/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Defiant Luck (1/day)	<input type="checkbox"/>
Panache Pool (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/>
Stubborn nail	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wound paste (5 uses)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Elven
Dwarven	