

Durga "the Ghost"

Erin



Rog3/Sor(UA)2/Asn3/Crime Boss2

Goblin

Neutral Good

Luthic

CLASS RACE ALIGNMENT DEITY

10 Small 18 Male 3' 6" 61 lbs. Pink Skin
LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

45070 55000 9930

Current XP XP for Next Level XP Remaining In Game XP Gained

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
STR	15	+2			HP POINTS 74	3d6 + 2d4 + 3d6 + 2d6		SPEED MOVE 30
DEX	20	+5			AC ARMOR 18	18 (Normal) 18 (Flat Footed) 15 (Tough AC)	10 (Base) + 3 (Armor Bonus) + 0 (Shield Bonus) + 4 (Dex Bonus) + 1 (Size Bonus) + 0 (Natural Armor) + 0 (Misc Bonus)	15 (% Spell Failure) -2 (Armor Check) +4 (Max Dex) 0 (Spell Resist)
CON	18	+4			FORTITUDE CON 6	6 (Total)	2 (Base Save) + 4 (Ability Modifier) + 0 (Magic Modifier) + 0 (Misc Modifier)	
INT	16	+3			REFLEX DEX 11	11 (Total)	6 (Base Save) + 5 (Ability Modifier) + 0 (Magic Modifier) + 0 (Misc Modifier)	
WIS	11	+0			WILL WIS 8	8 (Total)	8 (Base Save) + 0 (Ability Modifier) + 0 (Magic Modifier) + 0 (Misc Modifier)	
CHA	24	+7						

BASE ATTACK
+6/1

INITIATIVE MODIFIER
5 = 5 + 0

GRAPPLE	MELEE	RANGED
ATTACK BONUS +4 = 6 + 2 + -4 + 0	ATTACK BONUS +9/4 = 6 + 2 + 1 + 0	ATTACK BONUS +12/7 = 6 + 5 + 1 + 0

SKILLS	MAX RANKS 13/6.5
NAME (KEY ABILITY)	TOT RNK ABL MSC
♦ Appraise (Int)	10 = 7 + 3
♦ Balance (Dex)*	12 = 7 + 5
♦ Bluff (Cha)	26 = 12 + 7 + 7
♦ Climb (Str)*	0 = + 2 - 2
♦ Computer Use (Int)	3 = + 3
♦ Concentration (Con)	4 = + 4
♦ Control Shape (Wis)	0 = + 0
♦ Craft-Alchemy (Int)	13 = 12 + 3 - 2
♦ Decipher Script (Int)	9 = 6 + 3
♦ Diplomacy (Cha)	30 = 12 + 7 + 11
♦ Disable Device (Int)	17 = 12 + 3 + 2
♦ Disguise (Cha)	19 = 12 + 7
♦ Drive (Dex)	5 = + 5
♦ Escape Artist (Dex)*	3 = + 5 - 2
♦ Forgery (Int)	15 = 12 + 3
♦ Gather Information (Cha)	26 = 12 + 7 + 7
♦ Heal (Wis)	0 = + 0
♦ Hide (Dex)*	19 = 12 + 5 + 2
♦ Intimidate (Cha)	28 = 12 + 7 + 9
♦ Jump (Str)*	2 = + 2
♦ Listen (Wis)	6 = 6 + 0
♦ Literacy ()	0 = + 0
♦ Move Silently (Dex)*	19 = 12 + 5 + 2
♦ Open Lock (Dex)	14 = 7 + 5 + 2
♦ Perform-Act (Cha)	7 = + 7
♦ Perform-Comedy (Cha)	7 = + 7
♦ Perform-Dance (Cha)	7 = + 7
♦ Perform-Keyboard Instruments (Cha)	7 = + 7
♦ Perform-O ratory (Cha)	7 = + 7
♦ Perform-Percussion (Cha)	7 = + 7
♦ Perform-Sexual Techniques (Cha)	7 = + 7
♦ Perform-Sexual Techniques (Cha)	7 = + 7
♦ Perform-Sing (Cha)	7 = + 7
♦ Perform-Storytelling (Cha)	7 = + 7
♦ Perform-String Instruments (Cha)	7 = + 7
♦ Perform-Weapon Drill (Cha)	7 = + 7
♦ Perform-Wind Instruments (Cha)	7 = + 7
♦ Pilot-helm (Dex)	30 = 10 + 5 + 15
♦ Profession-Spacehand (Wis)	12 = 12 + 0
♦ Ride (Dex)	9 = + 5 + 4
♦ Search (Int)	15 = 12 + 3
♦ Sense Motive (Wis)	12 = 12 + 0
♦ Speak Language ()	4 = 4 + 0
♦ Spot (Wis)	0 = + 0
♦ Survival (Wis)	0 = + 0
♦ Swim (Str)*	-2 = + 2 - 4
♦ Tumble (Dex)*	15 = 12 + 5 - 2

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
✎ +1 Bolo (S/S) Keen	11/6	1d4+3	15-20/x2	1
♦ +1 Bolo (S/S) Keen	11	1d4+2	15-20/x2	1
✎ Longsword, Masterwork (S/S)	11/6	1d6+2	19-20/x2	2
♦ +1 Bolo (S/S) Keen	11	1d4+2	15-20/x2	1
✎ 2 Crossbow, light, Masterwork (S/P)		1d6	19-20/x2	2
	79:13/8	159:11/6	239:9/4	319:7/2
	479:3/-2	559:1/-4	639:-1/-6	719:-3/-8
	399:5/0	799:-5/-10		
✎ 2 Accelerator, Heavy, Masterwork (S/M)		5d20	19-20/x2	800
	599:9/4	1199:7/2	1799:5/0	2399:3/-2
				2999:1/-4
✎ 2 Accelerator, Light, Masterwork (S/M)		3d10	19-20/x2	50
	599:9/4	1199:7/2	1799:5/0	2399:3/-2
				2999:1/-4

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
Bone, Masterwork (S/L)	+3	+4	-2	15%	30 ft	10

✎ — Main hand (Primary) ♦ — Off hand (Secondary) ✎ 2 — Two-handed

Use Magic Device (Cha) **8** = 1 + 7
 Use Psionic Device (Cha) **8** = 1 + 7
 ♦ Use Rope (Dex) **11** = 6 + 5
 ♦ can be used untrained * armor check penalty ** -1 per 5 lbs gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
◆ Bone, Masterwork	170 s	1	(10)
◇ Small Diamond (2)	800 s	1	(—)
☒ Alchemy Plant (2)	10,000 s	1	(100)
☒ Carrion Crawler Brain Juice, Concentrated	2,000 s	1	(—)
☒ Coin: cp (3)	3 c	1	(0.1)
☒ Coin: gp (15221)	15,221 s	1	(304.4)
☒ Forgery Kit	40 s	1	(5)
☒ Holy Symbol, Gold, Masterwork	100 s	1	(2)
☒ Identification papers, with portrait	5 s	1	(—)
☒ Quiver Scabbard (2)	20 s	1	(4)
☒ Thieves` tools, Masterwork	100 s	1	1
☒ Water-pipe, Masterwork	100 s	1	(3)
⊕ +1 Bolo: Keen	8,320 s	2	(2)
⊕ Accelerator, Heavy, Masterwork	40,300 s	1	(800)
⊕ Accelerator, Light, Masterwork	10,300 s	2	(100)
⊕ Bolts, crossbow (12), Masterwork	84 s	1	(0½)
⊕ Bolts, crossbow, hollow (10), Masterwork	70 s	1	(0½)

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
⊕ Club, Masterwork	300 s	1	(1½)
⊕ Crossbow, light, Masterwork	335 s	1	(2)
⊕ Longsword, Masterwork	315 s	1	(2)
★ Crime Lord`s Sword Cane, Lesser	38,000 s	1	(2)
★ Helm, Flight, Greater	20,000 s	1	(1)
★ Possum Pouch	1,800 s	1	(1)

CARRIED WEIGHT	1-49	50-99	100-150	150	300	750
1.0 lb	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG

◆ Armor ◇ Gem|Art ☒ Goods ⌚ Potion ○ Ring ⚔ Rod
 Ⓞ Scroll ❖ Shield ⚔ Staff ✒ Wand ⊕ Weapon ★ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	—	—	Proficient	—	—
Albino — You were born without pigment in your skin						
Anatomical Knowledge —						
Kidney Shot — You know how to place a shot so that it hurts most						
Leadership — You attract loyal companions, devoted followers, and subordinates who assist you. (PH97).						
Lord of the Stars — This feat does for Starships what Landlord does for Land						
Size`em up quick — You can use your death attack ability after 1 round of study						
Track — You can follow the trails of creatures across most types of terrain with a Survival check (PH101).						
Two-Weapon Fighting — Your penalties for fighting with two weapons are reduced by two (PH102).						
Weapon Finesse — You can use Dex mod on melee attack rolls with light weapons, rapiers, whips, and spiked chains. (PH102).						

CLASS FEATURES

ROGUE
 Evasion – Proficiency: Rogue Weapons – Sneak Attack +4d6 – Trap Sense +1 – Trapfinding

SORCERER, UA VARIANT
 Animal Companion

ASSASSIN
 +1 save vs. poison – Death Attack (DC 15 + Int. Mod.) – Poison Use – Uncanny Dodge

CRIME BOSS
 Leadership – Proficiency: Armor, Light – Proficiency: Martial Weapons: All – Proficiency: Simple Weapons: All – Racketeering – Skill: Bluff +2 – Skill: Diplomacy +2 – Skill: Gather Information +2 – Skill: Intimidate +2

SPECIAL QUALITIES
 Darkvision (Ex): 60 ft.
 Subtype: Goblinoid

LANGUAGES
 Common, Draconic, Elven, Goblin, Orc, Scro, Undercommon, Worg

PROTECTIVE ITEMS	BONUSES PROVIDED	LBS
Crime Lord`s Sword Cane, Lesser	Insight +5 Insight +5 Insight +5 Insight +5 Insight +4	2
<i>This item grants a +4 insight bonus to CHA. +5 insight on Diplomacy, Bluff, and Gather Info and Intimidate for Crime Bosses</i>		
Possum Pouch		1
<i>When placed against a humanoid's abdomen and sealed it blends in with the surrounding skin (CAAdv134).</i>		
Helm, Flight, Greater	Competence +15	1
<i>This item grants a +15 competence bonus on Pilot (helm) checks and increases TR by +4</i>		

COINS	NEW COINS GAINED IN PLAY
	3 cp
	0 sp
	15,221 gp
	0 pp
	0 np
	0 ep
	0 cop
	0 mp
	0 CTB
	0 NTB
	0 STB
	0 ETB
	0 GTB
	0 COTB
	0 PTB
	0 Cr.
	0 bp
	0 ip
	0 stl
	0 tp
	0 ap

0 BTB	
0 ITB	
0 StTB	
0 TTB	
0 ATB	
<i>Total gp</i>	
15,221 gp	<i>equivalent</i>
<i>(approximate)</i>	

SORCERER, UA VARIANT SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	5	2	—	—	—	—	—	—	—	—
Per Day:	6	6	—	—	—	—	—	—	—	—

0 LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Detect Magic School of Divination / <i>Detects spells and magic items within 60 ft (PH219)</i>	V,S	17	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None
	Detect Poison School of Divination / <i>You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)</i>	V,S	17	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	Mending School of Transmutation / <i>Makes minor repairs on an object (PH253)</i>	V,S	17	(Harmless, Object)	1 Action	10 ft.	Instantaneous	Will Negates (Harmless, Object)
	Message School of Transmutation / <i>Whispered conversation at distance (PH253)</i>	V,S,F	17	No	1 Action	100 ft.+10 ft./level	10 minutes/level	None
	Prestidigitation School of Universal / <i>Performs minor tricks (PH264)</i>	V,S	17	No	1 Action	10 ft.	1 Hour	Special; See Text

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Critical Strike School of Divination / <i>Swift. For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical hits (CAdv145)</i>	V	18	No	1 Swift	Personal	1 round	None
	Sniper`s Shot School of Divination / <i>Swift. No range limit on next ranged sneak attack (CAdv157)</i>	V,S	18	No	1 Swift	Personal	1 round	None

ASSASSIN SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	0	3	2	—	—	—	—	—	—	—
Per Day:	--	3	1	—	—	—	—	—	—	—

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Distract Assailant School of Enchantment / <i>Swift. One creature is flat-footed for 1 round (CAdv146)</i>	V,S,M	14	Yes	1 Swift	25 ft.+5 ft./2 levels	1 round	Will Negates
	Insightful Feint School of Divination / <i>Swift. gain +10 on your next Bluff check to feint in combat (CAdv153)</i>	V	14	No	1 Swift	Personal	1 round	None
	True Strike School of Divination / <i>Adds +20 bonus to your next attack roll (PH296)</i>	V,F	14	-	1 Action	Personal	Special; See Text	None

2nd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Fox`s Cunning School of Transmutation / <i>The transmuted creature becomes smarter. +4 enhancement bonus to Intelligence (PH233)</i>	V,S,M/DF	15	Yes	1 Action	Touch	1 minute/level	Will Negates (Harmless)
	Wraithstrike School of Transmutation / <i>Swift. Your melee attacks strike as touch attacks for 1 round (CAdv158)</i>	V,S	15	No	1 Swift	Touch	1 round	None

Description

Gurda - Wife

Leadership Score 22

Cohort 9

75/7/4/2/2/1

Wyr's Revenge 248,000