

## Rai (cook and handmaiden)

Female human (Tian-Min) unchained rogue 5 - CR 4

Neutral Good Humanoid (Human); Deity: **Shelyn**; Age: **18**;

Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>19</b>	<b>+4</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>8</b>	<b>-1</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	=	<b>+1</b>	<b>+2</b>	<b>+1</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+9</b>	=	<b>+4</b>	<b>+4</b>	<b>+1</b>		
	Danger Sense : +1 bonus vs. traps						
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>	<b>-1</b>	<b>+1</b>		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>18</b>	=	<b>+4</b>		<b>+3</b>			<b>+1</b>	

<b>Touch AC</b>	<b>14</b>	<b>Flat-Footed AC</b>	<b>14</b>
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Danger Sense : +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
<b>+3</b>	=	<b>+3</b>	<b>+0</b>	<b>-</b>

CM Defense	BAB	Strength	Dexterity	Size
<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+0</b>
		<b>+4</b>	<b>-</b>	

See the AC section (above) for situational modifiers that may also apply to CMD

Total	Damage / Current HP
<b>HP</b> <b>43</b>	

Grazed **32** Critical **10**

Wounded **21** Disabled **0 to -2**

<b>Base Attack</b>	<b>+3</b>
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<b>Initiative</b>	<b>+4</b>
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<b>Speed</b>	<b>30 / 20 ft</b>
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### Dagger

Main hand: **+8, 1d4+4**

Main w/ offhand: **+4, 1d4+4**

Main w/ light off: **+6, 1d4+4**

Offhand: **+6, 1d4+2**

Ranged: **+8, 1d4**

Ranged w/ offhand: **+4, 1d4**

Ranged w/ light off: **+6, 1d4**

Ranged offhand: **+6, 1d4**

Crit: 19-20/x2

Rng: 10'

Light, P/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+11</b>	DEX (4)	<b>5</b>	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>+6</b>	INT (2)	<b>1</b>	
<b>Bluff</b>	<b>+5</b>	CHA (1)	<b>1</b>	
<b>Climb</b>	<b>+1</b>	STR (0)	<b>1</b>	
<b>Diplomacy</b>	<b>+5</b>	CHA (1)	<b>1</b>	
<b>Disable Device</b>	<b>+11</b>	DEX (4)	<b>5</b>	
<b>Disguise</b>	<b>+5</b>	CHA (1)	<b>1</b>	
<b>Escape Artist</b>	<b>+9</b>	DEX (4)	<b>5</b>	
<b>Fly</b>	<b>+3</b>	DEX (4)	<b>-</b>	
<b>Heal</b>	<b>-1</b>	WIS (-1)	<b>-</b>	
<b>Intimidate</b>	<b>+5</b>	CHA (1)	<b>1</b>	
<b>Knowledge (nobility)</b>	<b>+3</b>	INT (2)	<b>1</b>	
<b>Knowledge (religion)</b>	<b>+4</b>	INT (2)	<b>2</b>	
<b>Linguistics</b>	<b>+6</b>	INT (2)	<b>1</b>	
<b>Perception</b>	<b>+7</b>	WIS (-1)	<b>5</b>	
Trapfinding : +2 to locate traps, Danger Sense : +1 bonus to avoid being surprised by a foe				
<b>Perform (dance)</b>	<b>+5</b>	CHA (1)	<b>1</b>	
<b>Perform (sing)</b>	<b>+9</b>	CHA (1)	<b>5</b>	
<b>Profession (cook)</b>	<b>+7</b>	WIS (-1)	<b>5</b>	
<b>Profession (courtesan)</b>	<b>+3</b>	WIS (-1)	<b>1</b>	
<b>Ride</b>	<b>+1</b>	DEX (4)	<b>-</b>	
<b>Sense Motive</b>	<b>+3</b>	WIS (-1)	<b>1</b>	
<b>Sleight of Hand</b>	<b>+9</b>	DEX (4)	<b>5</b>	
<b>Stealth</b>	<b>+9</b>	DEX (4)	<b>5</b>	
<b>Survival</b>	<b>-1</b>	WIS (-1)	<b>-</b>	
<b>Swim</b>	<b>+1</b>	STR (0)	<b>1</b>	
<b>Use Magic Device</b>	<b>+5</b>	CHA (1)	<b>1</b>	

### Feats

Acrobatic  
Armor Proficiency (Light)  
Dodge  
Rogue Weapon Proficiencies  
Simple Weapon Proficiency - All  
Two-Weapon Fighting  
Weapon Finesse  
Weapon Focus (Dagger)

### Special Abilities

Bleeding Attack +3 (Ex)  
Certainty (Disable Device, 1/day) (Ex)  
Danger Sense +1 (Ex)  
Debilitating Injury: Bewildered -2/-4 (Ex)  
Debilitating Injury: Disoriented -2/-4 (Ex)  
Debilitating Injury: Hampered (Ex)  
Evasion (Ex)  
Sneak Attack (Unchained) +3d6  
Trapfinding +2  
Uncanny Dodge (Ex)

## Dagger

Main hand: **+8, 1d4+4** Crit: 19-20/x2  
Main w/ offhand: **+4, 1d4+4** Rng: 10'  
Main w/ light off: **+6, 1d4+4** Light, P/S  
Offhand: **+6, 1d4+2**

Ranged: **+8, 1d4**  
Ranged w/ offhand: **+4, 1d4**  
Ranged w/ light off: **+6, 1d4**  
Ranged offhand: **+6, 1d4**

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Ranged offhand: **+6, 1d4**

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Offhand: **+6, 1d4+2**

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Ranged w/ offhand: **+4, 1d4**  
Ranged w/ light off: **+6, 1d4**  
Ranged offhand: **+6, 1d4**

## Mithral shirt

**+4**

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

## Gear

**Total Weight Carried: 40/115 lbs, Medium Load (Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)**

Backpack, masterwork (2 @ 11 lbs) 4 lbs  
Belt pouch (1 @ 3.46 lbs) 0.5 lbs  
Braille bracelet -  
Cloak of resistance +1 1 lb

## Experience & Wealth

Current Cash: **173 gp**  
Reputation: **Fame: 6, PP: 6, 100 miles.**

## Gear

**Total Weight Carried: 40/115 lbs, Medium Load (Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)**

Courtesan's kit <In: Backpack, masterwork (2 @ 11 5 lbs  
Courtier's outfit <In: Backpack, masterwork (2 @ 11 6 lbs  
Dagger 1 lb  
Dagger 1 lb  
Dagger 1 lb  
Dagger 1 lb  
Dagger 1 lb  
Mithral shirt 10 lbs  
Money <In: Belt pouch (1 @ 3.46 lbs)> 3.46 lbs  
Traveler's outfit 5 lbs

## Tracked Resources

Certainty (Disable Device, 1/day) (Ex) ☐  
Dagger ☐  
Dagger ☐  
Dagger ☐  
Dagger ☐  
Dagger ☐  
Dagger ☐

## Languages

Common Minkaian  
Dwarven Thassilonian  
Goblin Tien

## History

**Hometown:** Town or Village  
**Parents:** Both Alive  
**Parents:** Father Alive  
**Siblings:** 2 Siblings  
**Circumstance of Birth :** Middle-Class  
**Parent's Profession :** Tradespeople  
**Childhood:** Kidnapped  
**Influential Associate:** The Academic

## Sourcebooks Used

- **Advanced Class Guide** - Braille bracelet (equipment); Courtesan's kit (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Dragon Empires Gazetteer / Dragon Empires Primer** - Tian-Min (race option)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Inner Sea Races / Inner Sea World Guide** - Thassilonian (language)
- **Unchained Classes** - Certainty (special ability); Rogue (Unchained) (class)