

Artemis Entreri

Human, Rogue 4th / Fighter 14th / Assassin 1st / Ranger 1st (Lawful Evil)
Str 14, Dex 20, Con 15, Int 16, Wis 16, Cha 14

Hit Points (hp) **150** Initiative **+9** Grapple **+20** Damage Reduction
Speed (Foot) **30 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Charon's Claw+4	+24/+19/+14/+9	1d8+8	17-20 (x2)	Desc: 120' Darkvision
Two-Weapons (off-hand)	Ruby Handled Dagger+4	+24/+19/+14	1d4+7	17-20 (x2)	Desc: Vampiric
Ranged	Composite Longbow (+1 Str)+1	+25/+20/+15/+10	1d8+2	20 (x3)	Desc: Made for a strength ratings of +1

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	23	19 / 23	None / None		+14	+17	+10

Skills

Appraise	3
Balance	10
Bluff	9
Climb	15
Concentration	2
Decipher Script	5
Diplomacy	6
Disable Device	5
Disguise	4+2
Escape Artist	5
Forgery	3
Gather Information	9
Handle Animal	9
Heal	3
Hide	15
Intimidate	20
Jump	17
Listen	12
Move Silently	15
Open Lock	10
Ride	12
Search	10
Sense Motive	14
Sleight of Hand	8
Speak Language	5
Spellcraft	-
Spot	17
Survival	12+2
Swim	10
Tumble	12
Use Magic Device	5
Use Rope	5
Knowledge - Geography	4
Knowledge - Local	4

Abilities

== Racial Traits: Human ==
One Extra Feat at First Level
+4 skill points at 1st level & +1 at each new level

== Class Features: Rogue 4th ==
Sneak Attack: +3d6 damage
Trapfinding
Evasion (Ex): Take no damage on successful Reflex save
Trap Sense (Ex): +1 Reflex vs Traps, +1 AC vs Traps
Uncanny Dodge (Ex)

== Class Features: Fighter 14th ==
8x Bonus combat-oriented Feat

== Class Features: Assassin 1st ==
Sneak Attack: +3d6 Dmg
Death Attack: DC 14
Poison Use

== Class Features: Ranger 1st ==
Bonus Feat: Track
Wild Empathy (Ex): 1d20+5
Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival
• Humanoid (human) +2 skill bonus; +2 damage bonus

== Conditional Skill Bonuses ==
+2 on Disguise to act in character [Bluff]
+2 on Survival when following tracks [Search]

== CHARACTER STATUS ==
No errors detected



Languages

Common,

Money

gp

sp

Feats

Combat Expertise Trade attack bonus for AC (max 5 points)
Power Attack Trade attack bonus for damage (up to +18) (x2 damage if two-handed)
Blind-Fight Reroll miss chance for concealment
Wpn Focus: Longsword +1 bonus on attack rolls with: Charon's Claw
Two-Weapon Fighting Reduce two-weapon fighting penalty by 2
Improved Two-Wpn Fighting Gain a second off-hand attack at -5 penalty
Wpn Specialization: Longsword +2 bonus on damage rolls with: Charon's Claw
Dodge +1 dodge bonus to AC against selected target
Improved Crit.: Dagger Doubles the threat range of: Ruby Handled Dagger
Track Use Survival skill to track
Wpn Focus: Dagger +1 bonus on attack rolls with: Ruby Handled Dagger
Wpn Specialization: Dagger +2 bonus on damage rolls with: Ruby Handled Dagger
Iron Will +2 bonus on Will saves
Improved Initiative +4 bonus on Initiative checks
Greater Two-Wpn Fighting Gain a third off-hand attack at -10 penalty
Improved Crit.: Longsword Doubles the threat range of: Charon's Claw
Epic Prowess Gain a +1 bonus on all attacks

Equipment

Charon's Claw, Ruby Handled Dagger, Composite Longbow (+1 Str), Quiver of Arrows (20), . . .

Magic Items

Cloak of Armor +4, Ring of Protection +3

Spells Prepared

True Strike or Jump