

Laurence

Player: Loedie

Rogue 6

LN, Medium, Human, Humanoid

Ancestry: Human (Skilled Human)

Background: Back-Alley Doctor

Alignment: Lawful Neutral

Atheist

Speed: 25 ft.

Languages: Common, Orcish, Undercommon

Hit Points	Hero Points
62	3
	0

Str	Dex	Con	Int	Wis	Cha	
+2	+4	+1	+1	+0	+3	14 Str 19 Dex 12 Con 12 Int 10 Wis 16 Cha

PERCEPTION **+10_E*** = +10_{Base} +0_{Wis} +0_{Misc}

FORTITUDE **+9_T** = +8_{Base} +1_{Con} +0_{Misc}

REFLEX **+14_E** = +10_{Base} +4_{Dex} +0_{Misc}

WILL **+10_E** = +10_{Base} +0_{Wis} +0_{Misc}

AC **22_T** = +18_{Base} +3_{Dex} +1_{Misc}

Defenses

Perception (Mark For Death): +2 circumstance bonus to Seek your mark

Perception (Trap Finder): +1 circumstance bonus to find traps

All Saves (Trap Finder): +1 circumstance bonus vs. traps

All Saves (Wary Disarmament): +2 circumstance bonus vs. traps or devices you failed to disarm.

All Armor Classes (Trap Finder): +1 circumstance bonus vs. traps

All Armor Classes (Wary Disarmament): +2 circumstance bonus vs. traps or devices you failed to disarm.

Custom Armor (Trained)

AC: +1, Max Dex: +0, Armor Check: -, Speed: -

Ketelpak (Trained)

AC: +2, Max Dex: +10, Armor Check: -, Speed: -

Padded armor (Trained)

AC: +1, Max Dex: +3, Armor Check: -, Speed: -

Traits: comfort

Activated Abilities & Adjustments

Circumstance Bonus (Crafting)

Circumstance Bonus (Stealth)

+1 striking dagger (Expert)

Melee: **+15/+11/+7** (2d4+4 P, Crit ×2)

Ranged (10 ft.): **+15/+11/+7** (2d4+2 P, Crit ×2)

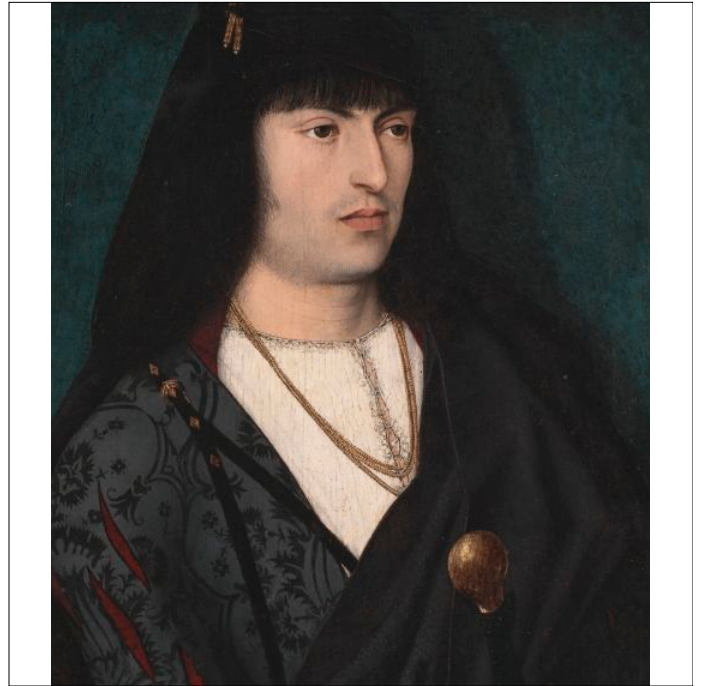
Traits: versatile S, thrown 10 ft., agile, finesse

Dagger (Expert)

Melee: **+14/+10/+6** (1d4+4 P, Crit ×2)

Ranged (10 ft.): **+14/+10/+6** (1d4+2 P, Crit ×2)

Traits: versatile S, thrown 10 ft., agile, finesse



Skills

<input type="checkbox"/>	+14_E	Acrobatics _{Dex}
<input type="checkbox"/>	+1_U	Arcana _{Int}
<input type="checkbox"/>	+12_E	Athletics _{Str}
<input type="checkbox"/>	+13_E	Crafting _{Int}
<input type="checkbox"/>	+11_T*	Deception _{Cha}
<input type="checkbox"/>	+11_T	Diplomacy _{Cha}
<input type="checkbox"/>	+13_E	Intimidation _{Cha}
<input type="checkbox"/>	+8_T*	Medicine _{Wis}
<input type="checkbox"/>	+0_U	Nature _{Wis}
<input type="checkbox"/>	+9_T	Occultism _{Int}
<input type="checkbox"/>	+3_U	Performance _{Cha}
<input type="checkbox"/>	+0_U	Religion _{Wis}
<input type="checkbox"/>	+9_T	Society _{Int}
<input type="checkbox"/>	+16_E	Stealth _{Dex}
<input type="checkbox"/>	+8_T	Survival _{Wis}
<input type="checkbox"/>	+14_E	Thievery _{Dex}
<input type="checkbox"/>	+9_T	Underworld Lore _{Int}

Skill Modifiers

Deception (Mark For Death): +2 circumstance bonus to Feint your mark

Medicine (Risky Surgery): +2 circumstance bonus to Treat Wounds if deal damage to target

Weapon Proficiencies

Expert: All Simple Weapons, All Unarmed Attacks, Rapier, Sap, Shortbow, Shortsword

Armor Proficiencies

Trained: All Light Armor, Unarmored Defense

Rapier (Expert)

Melee: **+14/+9/+4** (1d6+4 P, Crit x2 +1d8 P)

Traits: disarm, deadly d8, finesse

Special Abilities

Deny Advantage

You aren't flat-footed to hidden, undetected or flanking creatures, or those using surprise attack. of your level or lower.

Mark For Death

Circumstanc bonus to Seek mark and feint vs. mark, agile and finesse weapons gain backstaber and deadly traits.

Sneak Attack (2d6)

Strikes vs. flat-footed foes with agile/finesse weapons or ranged attacks deal extra damage.

Surprise Attack

Used Deception or Stealth for initiative: Creatures that haven't acted are flat-footed to you.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Feats

General Training [Ancestry Feats Selection]

Gain a 1st-level general feat. Must meet the prerequisites.

Natural Ambition [Ancestry Feats Selection]

Gain a 1st-level class feat for your class.

Assassin Dedication [Class Feats Selection]

You gain the Mark for Death activity.

Battle Assessment [Class Feats Selection]

Make a secret Perception check vs. the Deception or Stealth DC of an enemy to gain information about the target.

Skirmish Strike [Class Feats Selection]

Either Step and then Strike, or Strike and then Step.

You're Next [Class Feats Selection]

After reducing enemy to 0 HP: Demoralize a creature you can see with a +2 circ bonus.

Cat Fall [General Feats Selection]

Treat falls as 25' shorter.

Feather Step [General Training Feat]

You can Step into difficult terrain.

Trap Finder [Natural Ambition Feat]

+1 circ bonus to AC and saves vs. traps. +1 Perception to find traps, and if you are trained in Stealth, you always check even if you're not searching. Disable traps as though Master in Thievery (Legendary if already Master).

Alchemical Crafting [Skill Feats Selection]

Use the Craft activity to create alchemical items.

Intimidating Glare [Skill Feats Selection]

You can use Demoralize with no penalty when a creature doesn't understand your language.

Rapid Mantel [Skill Feats Selection]

When you successfully Grab an Edge pull yourself to standing in the same action. You can use Athletics instead of Ref to Grab an Edge.

Shadow Mark [Skill Feats Selection]

-2 to Perception DC when roll Stealth to Avoid Notice while following (-3 if master, -4 if legendary), and if encounter starts then target takes same penalty to Initiative and any roll to notice you.

Titan Wrestler [Skill Feats Selection]

Attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you.

Wary Disarmament [Skill Feats Selection]

+2 circumstance bonus to saves and AC vs. traps or devices you failed to disarm.

Risky Surgery

When Treat Wounds can deal 1d8 dam to patient for +2 on check, and treat success as a critical success.

Tracked Resources

+1 striking dagger
Chime of opening (10 uses)
Dagger

Experience & Wealth

Career Experience Points: **4,010** (10/800 to 7th)

Current Cash: **4 gp, 2 sp**

Tracked Resources

Giant centipede venom, infused (DC 17)
Healing potion, minor (1d8)
Ring of the ram (1/minute, DC 22)
Slippers of spider climbing (1/hour)
Torch
Warning snare

Gear (Encum: 7 bulk, Over: 12 bulk)

Total Bulk Carried: 7.3, Unencumbered

+1 striking dagger L
Alchemist's tools <In: Bag of holding I> 1
Backpack <Holds: 59 @ 1 blk> L
Bag of holding I <Holds: 17 @ 5.1 blk> 1
Bedroll <In: Backpack> L
Chalk x10 -
Chime of opening (10 uses) <In: Bag of holding I> L
Climbing kit <In: Bag of holding I> 1
Colored Keycards x3 0.3
Cube of Pleasure 1
Custom Armor -
Custom container <In: Bag of holding I> -
Custom magical item -
Dagger x6 <In: Bag of holding I> 0.6
Flint and steel -
Folded Paper Note L
Giant centipede venom, infused (DC 17) x4 0.4
Glove of Fishing L
Healer's tools <In: Bag of holding I> 1
Healing potion, minor (1d8) x2 <In: Bag of holding I> 0.2
Hourglass of Easy Time 1
Ketelpak 3
Money -
Padded armor L
Rapier <In: Bag of holding I> 1
Rations (1 week) x2 <In: Backpack> 0.2
Ring of the ram (1/minute, DC 22) -
Rope (foot) x50 <In: Backpack> L
Runestone <In: Bag of holding I> L
Slippers of spider climbing (1/hour) L
Soap -
Thieves' tools <In: Bag of holding I> L
Torch x5 <In: Backpack> 0.5
Warning snare <In: Bag of holding I> -
Waterskin <In: Backpack> L

Formulas

Antidote, lesser Giant centipede venom
Arsenic Spear frog poison
Elixir of life, minor

Personal Details

Gender: Male; **Age:** 22

Somebody called me... Laurence.

I'm a skilled healer, always out to help the people in need.
class thief.

profession: Healer - Assassin (some knowledge of the human physiology).

Healer by calling, assassin by necessity. For the greater good. Good! What's best in life? To defeat enemies, relieve them of their their spoils, and listen to the awe of the survivors.

I'm not very religious. I sometimes feel somewhat uncomfortable with them nosy religions and gods. Leave me alone.

That I do not always charge money, does not mean that you don't owe me (your full life, for instance, whatever that's worth).

I will not steal from you.

I like my contracts honored.

so I'm probably LN.

I feel no need to affiliate with any guild or (professional) organisation. As a matter of fact, I feel the need not to. Is this not a free country? I like to conduct my business on my own.

I'm only human. A male back-ally doctor.
I could easily be a hired killer.

I wield the scalpel and the knife (double knife)

I'm dexterous. And sinister.

important abils from best to worst:

DX-CH-CN-IN-ST-WI

thievery high.

stealth - open locks - find traps

Poison is but a slight overdose of what would also could have been medicine to some or cure to some affliction.

There's all kinds of medicines. There is no harm in them.

Unluckily I currntly lack funds to get the alchemist set I'd need to really step up my game.

I live in a shed in de slums of Absolom.

People with health needs do sometimes knock on the door for help.

Ik ben echt niet bang om mensen in nood te helpen.

Ik kan makkelijk moeilijke medische besluiten nemen, ook als ik wat specifieke kennis of apparatuur mis. Het resultaat telt.

Voor cosmetisch geneuzel had je je niet bij mij moeten melden. Niet alles is te genezen. Er gaan altijd overal mensen dood, wiens tijd het was.

Het verschil tussen leven en dood kan erg klein zijn. De munt kan beide kanten opvallen. En in principe is de ene kant van de munt niet minder dan de andere. Het is en blijft een munt.

Later, as a side project, after I have achieved a steady supply of goods, I'd like to set up an antiques store in Absalom.

Filled with, among other things, the fruits of my own conquests.

Gradually getting more and more luxerious.

The more luxerious my life is, the more better I'm feel

Laurence – Abilities & Gear

Alchemical Crafting (Feat, Skill Feats Selection)

Traits: General, Skill

You can use the Craft activity to create alchemical items. When you select this feat, you immediately add the formulas for four common 1st-level alchemical items to your formula book.

Battle Assessment (Class, Class Feats Selection, Feat, Rogue)

Traits: Rogue, Secret
[1 action]

With careful observation during battle, you identify an enemy's strengths and weaknesses. The GM rolls a secret Perception check for you against the Deception or Stealth DC (whichever is higher) of an enemy of your choice who is not concealed from you, hidden from you, or undetected by you, and who is engaged in combat. The GM might apply a penalty for the distance between you and the enemy. The enemy is then temporarily immune to your Battle Assessment for 1 day.

Critical Success The GM chooses two of the following pieces of information about the enemy to tell you: which of the enemy's weaknesses is highest, which of the enemy's saving throws has the lowest modifier, one immunity the enemy has, or which of the enemy's resistances is highest. If the event of a tie, the GM should pick one at random.

Success The GM chooses one piece of information from the above list to tell you about the enemy.

Critical Failure The GM gives you false information (the GM makes up the information).

Cat Fall (Feat, General Feats Selection)

Traits: General, Skill

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

Feather Step (Feat, General Training Feat)

Traits: General

You step carefully and quickly. You can Step into difficult terrain.

Intimidating Glare (Feat, Skill Feats Selection)

Traits: General, Skill

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Rapid Mantel (Feat, Skill Feats Selection)

Traits: General, Skill

You easily pull yourself onto ledges. When you Grab an Edge, you can pull yourself onto that surface and stand. You can use Athletics instead of a Reflex save to Grab an Edge.

Risky Surgery (Background Selection, Feat)

Traits: General, Skill

Your surgery can bring a patient back from the brink of death, but might push them over the edge. When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Appears In: Advanced Player's Guide

Shadow Mark (Feat, Skill Feats Selection)

Traits: General, Skill

You have learned special tricks that help you follow individuals without them noticing you. When you attempt a Stealth check to Avoid Notice while following a specific target, the target takes a –2 circumstance penalty to their Perception DC. If you have master proficiency in Stealth, the penalty is –3 or –4 if you're legendary. If you start an encounter with the target while shadowing them, the target takes this penalty to their initiative roll and to their Perception DC to determine if they notice you, as normal for Sneak.

Appears In: Advanced Player's Guide

Skirmish Strike (Class, Class Feats Selection, Feat, Rogue)

Traits: Flourish, Rogue
[1 action]

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

Titan Wrestler (Feat, Skill Feats Selection)

Traits: General, Skill

You can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

Trap Finder (Feat, Natural Ambition Feat)

Traits: Rogue

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

Wary Disarmament (Feat, Skill Feats Selection)

Traits: General, Skill

If you trigger a device or set off a trap while disarming it, you gain a +2 circumstance bonus to your AC or saving throw against the device or trap. This applies only to attacks or effects triggered by your failed attempt, not to any later ones, such as additional attacks from a complex trap.

You're Next (Class, Class Feats Selection, Feat, Rogue)

Traits: Emotion, Fear, Mental, Rogue
[reaction]

After downing a foe, you menacingly remind another foe that you're coming after them next. Attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that you can see and that can see you. If you have legendary proficiency in Intimidation, you can use this as a free action with the same trigger.

Deny Advantage (Class, Rogue)

As someone who takes advantage of others' defenses, you are careful not to leave such openings yourself. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Mark For Death

(Class, Class Feats Selection, Rogue)

[3 actions]

You designate a single creature as your mark. This lasts until the mark dies or you use Mark for Death again. You gain a +2 circumstance bonus to Perception checks to Seek your mark and on Deception checks to Feint against your mark. Your agile and finesse weapons and unarmed attacks gain the backstabber and deadly d6 weapon traits when you're attacking your mark. If the weapon or unarmed attack already has the deadly trait, increase the size of the deadly damage die by one step instead of giving it deadly d6.

Appears In: Advanced Player's Guide

Sneak Attack (2d6)

(Class, Rogue)

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the flat-footed condition (page 620) with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

Surprise Attack

(Class, Rogue)

You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Supplemental Notes

Modification from Risky Surgery: When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Modification from Risky Surgery: When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Modification from Risky Surgery: When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Weapons

+1 striking dagger

Traits: Magical, Relic

Notes: opp flat-footed: hij heeft -2 AC
backstabber trait: als oppo is flat-footed dan backstabber trait: +1 precision dam
marked: deadly trait (On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage.): extra d6 dam
sneak attack +2d6
geschikte poisons: injury en contact
als met poison: zie effecten daar, meerdere rondes, meerdere effecten.
dus max:
-2AC op mark, met giant centiped venom crit:
-2 AC van flat-foot.
2d4+4 (striking + dex)
+12 (crit)
+1 backstabber
+1d6 deadly
=31 max
+ 1d6/1d8/1d12 voor drie rondes venom.

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Supplemental Notes

Notes opp flat-footed: hij heeft -2 ACbackstabber trait: als oppo is flat-footed dan backstabber trait: +1 precision dammarked: deadly trait (On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage.): extra d6 damsneak attack +2d6geschikte poisons: injury en contactals met poison: zie effecten daar, meerdere rondes, meerdere effecten.dus max:-2AC op mark, met giant centiped venom crit:-2 AC van flat-foot.2d4+4 (striking + dex)+12 (crit)+1 backstabber+1d6 deadly=31 max+ 1d6/1d8/1d12 voor drie rondes venom.

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Deadly d8

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm

You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Weapon Traits

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Bag of holding I

Traits: Conjunction, Extradimensional, Magical
[1 action]

Though it appears to be a cloth sack decorated with panels of richly colored silk or stylish embroidery, a *bag of holding* opens into an extradimensional space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the *bag of holding* itself. The amount of Bulk the bag's extradimensional space can hold depends on its type.

You can Interact with the *bag of holding* to put items in or remove them just like a mundane sack. Though the bag can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside.

If the bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the bag must be put right before it can be used again. A living creature placed inside the bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 13. An item inside the bag provides no benefits unless it's retrieved first. An item in the bag can't be detected by magic that detects only things on the same plane.

Type I

This version has a Capacity of 25 bulk.

Gear

Chime of opening (10 uses)

Traits: Evocation, Magical
Rarity: Uncommon
[1 action]

Notes: The chime is a key, found op velvet pillow, ook zonder knock is het een skeleton key. Zonder handschoenen voel je kleine knobbeltjes (als braille) waarmee je de sleutel aan kunt passen voor 1 minuut. 150 gp, thieverycheck +13

This hollow mithral tube is about a foot long and bears engravings reminiscent of open locks and broken chains. The chime can be activated 10 times before it cracks and becomes useless.

Activate [1 action] Interact; **Effect** You aim the chime at a container, door, or lock you want to open and strike the chime. The chime sends out magical vibrations that attempt a Thievery check against the lock's DC, with a Thievery bonus of +13. This targets only one lock or binding at a time, so you might need to activate the chime multiple times to open a target with several forms of protection.

Supplemental Notes

Notes The chime is a key, found op velvet pillow, ook zonder knock is het een skeleton key. Zonder handschoenen voel je kleine knobbeltjes (als braille) waarmee je de sleutel aan kunt passen voor 1 minuut. 150 gp, thieverycheck +13

Climbing kit

This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. A single kit has only enough materials for one climber; each climber needs their own kit.

Custom magical item

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Giant centipede venom, infused (DC 17)

Traits: Alchemical, Consumable, Infused, Injury, Poison
[2 actions]

Giant centipede venom causes severe muscle stiffness.

Saving Throw DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage and flat-footed (1 round); **Stage 3** 1d12 poison damage, clumsy 1, and flat-footed (1 round)

Glove of Fishing

Traits: Invested

Gear

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Necromancy, Positive, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Minor

The potion restores 1d8 Hit Points.

Ring of the ram (1/minute, DC 22)

Traits: Evocation, Force, Invested, Magical
[1 action]

This heavy iron ring is shaped to look like the head of a ram, with curling horns.

Activate [1 action] or more (Interact); **Frequency** once per minute; **Effect** A ram-shaped blast of force slams into one foe that you can see within 60 feet. The number of actions you spend to Activate this Item (from 1 to 3) determines the intensity of the force. The blow deals 2d6 force damage per action spent and pushes the target 5 feet per action spent. The target must attempt a DC 22 Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage and is pushed half the distance.

Failure The target takes full damage and is pushed the full distance.

Critical Failure The target takes double damage and is pushed twice the distance.

Runestone

Traits: Consumable, Magical

Notes: Dit is de +1potency runestone. nu nog niet in gebruik.

This flat piece of hard stone is specially prepared for etching a magical fundamental rune or property rune. You can etch only one rune upon a stone. Once the stone is etched, it gains the magic school trait of the rune etched upon it. When a rune is transferred from the *runestone* to another object, the *runestone* cracks and is destroyed. The Price listed is for an empty stone; a stone holding a rune adds the Price of the rune.

Supplemental Notes

Notes Dit is de +1potency runestone. nu nog niet in gebruik.

Slippers of spider climbing (1/hour)

Traits: Invested, Magical, Relic, Transmutation
[1 action]

Notes: Sssssshelob.

These soft slippers are made of fine gray silk. If the slippers are left unattended for a while, they tend to attract spiders that nest inside.

Activate [1 action] command; **Frequency** once per hour; **Effect** Tiny, hairlike tendrils extend from the slippers' soles, allowing you to walk on vertical surfaces or even to move upside down along ceilings. For 1 minute, you gain a 20-foot climb Speed and you don't need to use your hands to Climb. However, the slippers require decent traction for you to walk on a wall, so they provide no benefit when you're moving across greased, icy, or oiled surfaces.

Supplemental Notes

Notes Sssssshelob.

Gear

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Warning snare

Traits: Auditory, Consumable, Mechanical, Snare, Trap

Notes: Dit is de dichtst bijkomende trap die ik kon vinden. De description die er straat is het niet. Het is de volgende: 20 ft trap, 24 uur per keer. Bij mij in hoofd gaat alarm af, item lvl 4. Perfect disabled in de eerste gang nadat we wakker waren geworden. (sessie 1)

Using materials specific to the area, you connect a sound-making component to a trip wire or a pressure plate. This snare is like an alarm snare, but its subtle sound blends into ambient noise. You can detect this sound as long as you're within 1,000 feet of the snare and aren't prevented from hearing it. Other creatures in that area who are searching might notice the sound if their Perception check result meets or exceeds your Craft DC.

Supplemental Notes

Notes Dit is de dichtst bijkomende trap die ik kon vinden. De description die er straat is het niet. Het is de volgende: 20 ft trap, 24 uur per keer. Bij mij in hoofd gaat alarm af, item lvl 4. Perfect disabled in de eerste gang nadat we wakker waren geworden. (sessie 1)

start - Laurence

Date (game world): ; Date (real world): 02/20/2022, 4:24 pm **XP Reward:** 810 XP; **Net Cash:**

4e verdieping, altijd lastig - Laurence

Date (game world): ; Date (real world): 06/18/2022, 2:26 pm **XP Reward:** 800 XP; **Net Cash:**

Fish on sticks en ziekwakmisselijk - Laurence

Date (game world): ; Date (real world): 11/07/2022, 10:51 am **XP Reward:** 800 XP; **Net Cash:**

Die vissen moeten boeten! Dit hele complex infested by magiers en demonen. Pebbles is bezeten door Rurnoth. Azilene is een oude sterke wizard geweest die is verraden door andere tovenaars. Olivander, de directeur van deze faciliteit heeft hem blijkbaar zo beet gehad. Maar alle entities die we hier tegenkomen zitten hier al sinds mensenheugenis vast en willen er met alle geweld uit. Of het erg verstandig is, deze demoon Rurnoth bijvoorbeeld echt vrij te laten, valt nog te bezien.

It's a red dragon psst! Mirrors! crafted. - Laurence

Date (game world): ; Date (real world): 04/23/2023, 11:51 pm **XP Reward:** 800 XP; **Net Cash:**

het is hier groter dan we dachten...

eindelijk in Taldor - Laurence

Date (game world): ; Date (real world): 08/27/2023, 7:04 pm **XP Reward:** 800 XP; **Net Cash:**

net door het portaal