

# Blight

Tiefling, Rogue 1st / Assassin 6th (Chaotic Evil)  
Str 10, Dex 18, Con 14, Int 16, Wis 14, Cha 10

Hit Points (hp)	<b>41</b>	Initiative	<b>+8</b>	Grapple	<b>+4</b>	Damage Reduction	
		Speed (Foot)	<b>30 ft.</b>	Spell Fail	<b>0%</b>	Spell Resistance	<b>0</b>

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Short Sword+2	<b>+8</b>	<b>1d6+2</b>	19-20 (x2)	Desc: Popular off-hand weapon
Two-Weapons (off-hand)	Short Sword+2	<b>+8</b>	<b>1d6+2</b>	19-20 (x2)	Desc: Popular off-hand weapon
Ranged	Composite Longbow+2	<b>+10</b>	<b>1d8+2</b>	20 (x3)	Desc: Made for a strength ratings of +0

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>20</b>	16 / 20	Leather+2 / None		+4	+11	+4

Skills	Abilities
Appraise 5	== Racial Traits: Tiefling == Darkvision (Ex): 60 ft. Darkness (Sp): 1x/day, as the spell, CL 7 <O> Energy Resistance (Ex): Cold 5, Electricity 5, Fire 5 +2 racial bonus on Bluff & Hide Checks
Balance 5	
Bluff 5	
Climb 5	
Concentration 2	== Class Features: Rogue 1st == Sneak Attack: +4d6 damage Trapfinding
Decipher Script 5	
Diplomacy 5	
Disable Device 5	== Class Features: Assassin 6th == Sneak Attack: +4d6 Dmg Death Attack: DC 19 Poison Use +3 Save versus Poisons Improved Uncanny Dodge (Ex)
Disguise 5	
Escape Artist 5	
Forgery 5	
Gather Information 5	
Handle Animal -	== Conditional Skill Bonuses == +2 on Survival when following tracks [Search]
Heal 2	
Hide 10	== CHARACTER STATUS == No errors detected
Intimidate 5	
Jump 5	
Listen 10	
Move Silently 10	
Open Lock 5	
Ride 4	
Search 10	
Sense Motive 5	
Sleight of Hand 5	
Speak Language 5	
Spellcraft -	
Spot 5	
Survival 2+2	
Swim 0	
Tumble 8	
Use Magic Device 5	
Use Rope 5	
Craft - Trapmaking 5	



<b>Languages</b>	Common, Infernal, Undercommon, Abyssal, Orc
<b>Money</b>	500 gp                      sp

Feats
Improved Initiative +4 bonus on Initiative checks
Two-Weapon Fighting Reduce two-weapon fighting penalty by 2
Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls

Equipment
Short Sword, Short Sword, Composite Longbow, . . .
.....
<b>Magic Items</b>
Ring of Protection +2

**SPELL PLANNER for Assassin**

EFFECTIVE LEVEL **6** = **6** Base Adj.

<b>Spells per Day:</b>	4	4	2							
<b>SPELL LEVEL:</b>	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<b>Spells Known:</b>	4	4	3							
<b>Difficulty Class:</b>	13	14	15	16						

**LEGEND** Blight

\*: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**: dismissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**: shapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

**Range**

Close: 40'  
Medium: 160'  
Long: 640'

**SCHOOLS:** Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
<b>LEVEL 3:</b>												
<input type="checkbox"/>	3	Misdirection	I	VS	1 action	Close	One crt / obj, max 10 <sup>3</sup>	6 hr	see text	No	Misleads divinations	p.254
<input type="checkbox"/>	3	False Life	N	VSM	1 action	Personal	You	see text			You gain 1d10+6 temporarily hit points	p.229
<input type="checkbox"/>	3	Deep Slumber	EN	VSM	1 action	Close	10 HD of crts within 10'	6 min	Will neg [DC16]	Yes	As Sleep but up to 10 HD of creatures	p.217
<b>LEVEL 2:</b>												
<input type="checkbox"/>	2	Spider Climb	T	VSM	1 action	Touch	Creature touched	60 min	Will neg [DC15]	Yes	Grants ability to walk on walls and ceilings	p.283
<input type="checkbox"/>	2	Undetectable Alignment	A	VS	1 action	Close	One creature or object	24 hr	Will neg [DC15]	Yes	Conceals alignment	p.297
<input type="checkbox"/>	2	Invisibility	I	VSM/DF	1 action	Touch	You or max. 600 lb.	6 min (D)	Will neg [DC15]	Yes	Subject is invisible for until it attacks	p.245
<input type="checkbox"/>	2	Pass without Trace	T	VSDf	1 action	Touch	6 creatures touched	6 hr (D)	Will neg [DC15]	Yes	Subjects leave no tracks	p.259
<b>LEVEL 1:</b>												
<input type="checkbox"/>	1	Feather Fall	T	V	1 free action	Close	6 falling obj/crt inside 20'	Land or 6 rd	Will neg [DC14]	Yes	Objects and/or creatures fall at 60'/round	p.229
<input type="checkbox"/>	1	True Strike	D	VF	1 action	Personal	You	see text			Adds +20 bonus to your next attack roll	p.296
<input type="checkbox"/>	1	Disguise Self	I	VS	1 action	Personal	You	60 min (D)			Changes your appearance	p.222
<input type="checkbox"/>	1	Jump	T	VSM	1 action	Touch	Creature touched	6 min (D)	Will neg [DC14]	Yes	Subject gets enhancement bonus on Jump checks of +20	p.246