

# Jarlaxle Baenre

Drow, Rogue 5th / Fighter 4th / Duelist 9th (Chaotic Neutral)  
Str 14, Dex 18, Con 15, Int 18, Wis 16, Cha 20

Hit Points (hp)	<b>127</b>	Initiative	<b>+12</b>	Grapple	<b>+18</b>	Damage Reduction	
		Speed (Foot)	<b>30 ft.</b>	Spell Fail	<b>0%</b>	Spell Resistance	<b>29</b>

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Wounding Rapier+2	<b>+20/+15/+10/+5</b>	<b>1d6+4</b>	18-20 (x2)	Desc: Wounding rapier
Ranged	8 Daggers of Returning+4	<b>+25/+20/+15/+10</b>	<b>1d4+8</b>	17-20 (x2)	Desc: Returning Throwing Daggers
Ranged	Hand Crossbow+3	<b>+23</b>	<b>1d4+3</b>	19-20 (x2)	Desc: Reloading is a move action that provokes attacks of opportunity

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>30</b>	24 / 30	None / None		+10	+17	+8

Skills	Abilities
Appraise 10	== Racial Traits: Drow == Darkvision (Ex): 120 ft. Immune to sleep spells and effects (Ex)
Balance 5	+2 racial bonus on saves against enchantment spells and effects
Bluff 25	+2 racial bonus on Will saves against spells and spell like effects
Climb 10	+2 racial bonus on Listen, Search & Spot Checks
Concentration 2	Automatic Search check when passing within 5 feet of hidden doors
Decipher Script 10	Spell-Like Abilities (Sp): • Dancing Lights: 1/day, CL 18 <O> • Darkness: 1/day, CL 18 <O> • Faerie Fire: 1/day, CL 18 <O>
Diplomacy 15	Light Blindness (Ex): Blinded for 1 rnd when exposed to bright light • Dazzled after blindness as long as remain in bright light
Disable Device 5	== Class Features: Rogue 5th == Sneak Attack: +3d6 damage Trapfinding
Disguise 5+2	Evasion (Ex): Take no damage on successful Reflex save Trap Sense (Ex): +1 Reflex vs Traps, +1 AC vs Traps Uncanny Dodge (Ex)
Escape Artist 15	== Class Features: Fighter 4th == 3x Bonus combat-oriented Feat
Forgery 10	== Class Features: Duelist 9th == Canny Defense (Ex): AC bonus of +4 Improved Reaction (Ex): +4 Enhanced Mobility (Ex)
Gather Information 20	Grace (Ex): Precise Strike (Ex): +1d6 Dmg Acrobatic Charge (Ex)
Handle Animal -	Elaborate Parry (Ex): +9 dodge bonus to AC (defensive fighting only) Deflect Arrows (when wielding a light or one-handed piercing weapon)
Heal 3	== Conditional Skill Bonuses == +2 on Disguise to act in character [Bluff] +2 on Use Magic Device involving scrolls [Decipher Script] +2 on Use Rope involving bindings [Escape Artist]
Hide 10	== CHARACTER STATUS == No errors detected
Intimidate 20	
Jump 10	
Listen 10	
Move Silently 10	
Open Lock 10	
Ride 4	
Search 10	
Sense Motive 20	
Sleight of Hand 10	
Speak Language 7	
Spellcraft -	
Spot 15	
Survival 3	
Swim 2	
Tumble 10	
Use Magic Device 20+2	
Use Rope 4+2	
Knowledge - Local 20	



<b>Languages</b>	Common, Elven, Undercommon, Svirfnebli, Druegar, Goblin, Orc
<b>Money</b>	gp sp

**Feats**

- Combat Reflexes Additional attacks of opportunity (max 5 attacks)
- Dodge +1 dodge bonus to AC against selected target
- Combat Expertise Trade attack bonus for AC (max 5 points)
- Improved Initiative +4 bonus on Initiative checks
- Quick Draw Draw weapon as a free action
- Mobility +4 dodge bonus to AC against some attacks of opportunity
- Spring Attack Move before and after melee attack
- Leadership Attract cohort and followers - Leadership score is 23
- Wpn Focus: Dagger +1 bonus on attack rolls with: 8 Daggers of Returning
- Improved Crit.: Dagger Doubles the threat range of: 8 Daggers of Returning
- Wpn Specialization: Dagger +2 bonus on damage rolls with: 8 Daggers of Returning

**Equipment**  
Wounding Rapier, 8 Daggers of Returning, Hand Crossbow, , , , , , , , ,

**Magic Items**  
Bracers of Armor & Daggers, Cloak of Scintillating Colors & Invisibility  
Vest of Escape and Many Pockets, Ring of Protection +5  
Diatrym Feather of Wondrous Power, Hat of Holding  
Boots of Silence and Sound, Necklace of Magic Missles  
Eyepatch of Mind Shielding & Clairvoyance, Portable Hole  
Pants of Endure Elements, Orb of Healing, Earrings of Resist Fire & Cold 20  
Ring of Language: Tongues, Comprehend Language, Read Magic

**Wands:**  
Evocation (Lvl 10): Fireball (18), Lightning Bolt (17), Daylight (45), Web (23)  
Necromancy (Lvl 10): Animate Dead (16), Cause Fear (31), Halt Undead (15)  
Conjuration (Lvl 10): Dimension Door (36), Minor Creation (12)  
Enchantment (Lvl 10): Heroism (9), Suggestion (16)