

Fash Daergel aka Lapskaus | Nappo

male, whispergnome, NG

Rogue 3, Swashbuckler 2

Gottheit: Garl Glittergold

Region: Swordcoast/Waterdeep(Barren)

Haarfarbe: gräulich

Augenfarbe: grau

Alter: 67 years

Größe: 0,99 m

Gewicht: 19.5 kg

Ini: +4 **Senses:** Low-Light Vision, Darkvision 60ft,

Trapfinding

Sprachen: Common, Gnome

Defensiv

AC 20; **touch** 15; **flat footed** 16

(Size: +1; Dex: +4; Armor: +5)

Hitpoints: 41; **HD:** 3d6(6+2*4)+2d8(2*6)+5*3(Con)

Fort +8=+4+3(Con)+1(res)

Ref +10=+4+4(Dex)+1(comp)+1(res)

Will +2=+1+0(Wis)+1(res)

Special: Evasion, Grace +1, +4 dodge vs. giants

Offensiv

Spd: 30ft (30ft Base), swim 15ft

Base Attack: +4

Grapple: +1=+4-4(size)+1(Str)

Attack Options: Ranged: +9, Melee: +6, Melee(F):+9

Melee: Cutlass +1, +11, 1d4+2, 19-20 x2 S

or Dagger, +9, 1d3+1, PoS

or Cutlass MW|Cutlass +1, +9|+9, 1d4+1|1d4+1

or Dagger|Dagger, +7|+7, 1d3+1|1d3

Ranged: Shortbow(MW) +10, 60ft, 1d4, x3, P

or Dagger +9, 10ft, 1d3+1, 19-20 x2, PoS

Special: +1 atts vs. kobolds & goblinoids, Penetrating

Strike, Sneak +2d6, Cutlass:+2 vs Disarm

SP: 1/day: Silence (CL 1, self centered)

Attribute, Feats & Ausrüstung

Str 12, Dex 18, Con 16, Int 14, Wis 10, Cha 8

Feats: Two-Weapon-Fighting, Weapon Finesse^B,

Weaponfocus Cutlass

Gear: Cutlass +1; Mithril Chainshirt +1; Crystal of aquatic

action (lesser); Vest of Resistance+1; Healing belt; Boots of

agile Leaping; Shortbow MW; Cutlass MW; Thieves' tools,

longspoon, MW; Thieves Tools, MW; Kitchen Tools, MW;

Camouflage Kit; Rope, Silk; Explorers Outfit; 2x Dagger;

Backpack; 2x Belt pouch; Arrows(20); Waterskin; Signal

whistle

Weapon and Armor Proficiency: Lapskaus is proficient with all simple and martial weapons, the Gnome Hooked Hammer and light armor.



Skills: Balance +11, Disable Device +11, Heal +2, Hide +20, Jump +11, Listen +10, Move Silently +16, Open Lock +7 Profession (Cook) +3, Search +10, Spot +10, Swim +14, Tumble +14

Grace: +1 competence on Reflex (light armor & load; lvl11)

Penetrating Strike: flank creature immune to sneak attacks, still deal extra damage of half sneak attack dice. Not against creatures that cannot be flanked.

Trapfinding: find Traps with DC higher 20, use Disable Device to disarm magical traps

Crystal of aquatic action (lesser):

Swim speed equal to one-half land speed

Boots of agile Leaping:

Dex instead of Str to jump, stand from prone as swift action, no aoo

Healing belt: 3 charges, standard

1 charge: heals 2d8

2 charge: heals 3d8

3 charge: heals 4d8

Veränderliches

TP: 41

temp. TP:

Aktuelle Zauber & Effekte:

Spelllike Abilities: (standard, CL 1)

Silence (Self only) ☐

Healing Belt: ☐ ☐ ☐ (standard)

Bares:

Platin: 20

Gold: 13

Silber: 11

Kupfer: 10

EP 57.640/66.000

Gruppenstaff

Loot Gefunden

Verteilt