

Farore Lawfter

Rogue 18

CG Small Halfling Gutsy Halfling Humanoid

Perception +30;

Languages None selected

Skills Acrobatics +31, Arcana +24, Athletics +26, Deception +27, Diplomacy +21, Intimidation +23, Lore: Kintargo Lore +24, Lore: Underworld +26, Medicine +24, Occultism +24, Religion +24, Society +24, Stealth +33, Survival +24, Thievery +31

Str +2, **Dex** +5, **Con** +3, **Int** +4, **Wis** +4, **Cha** +1

Items +2 Shadow (Greater) Fortification Leather, Doubling Rings

AC 39; **Fort** +25, **Ref** +31, **Will** +28; *Improved Evasion*, *Slippery Mind*

HP 204

Nimble Dodge ➤ **Requirements** You are not encumbered. **Trigger** A creature targets you with an attack and you can see the attacker. You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

You're Next ➤ **Prerequisites** trained in Intimidation **Trigger** You reduce an enemy to 0 hit points. 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.

Sidestep ➤ **Trigger** The attack roll for a Strike targeting you fails or critically fails. You deftly step out of the way of an attack, letting the blow continue to the creature next to you. You redirect the attack to a creature of your choice that is adjacent to you and within the reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

Swift Elusion ➤ **Prerequisites** legendary in Acrobatics **Trigger** A foe ends its movement adjacent to you. Attempt an Acrobatics check against the foe's Reflex DC. If you succeed, either Stride to a different space adjacent to the foe or move the foe to a different space adjacent to you.

Speed 25 feet

Melee +3 Greater Striking Returning Shifting Speed Backflip +32 (Agile, Finesse, Thrown 10 ft., Versatile S, Evocation, Magical, Magical, Transmutation, Rare, Magical, Transmutation), **Damage** 3d4+11 P +4d6^{Precision}

Melee Dagger +29 (Agile, Finesse, Thrown 10 ft., Versatile S), **Damage** 1d4+11 P


Halfling Luck ♦ (Fortune, Halfling) **Frequency** once per day **Trigger** You fail a skill check or saving throw. Your happy-go-lucky nature makes it seem like misfortune avoids you, and to an extent, that might even be true. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

Skirmish Strike ♦ (Flourish) Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

Kip Up ♦ (General, Skill) **Prerequisites** master in Acrobatics You stand up. This movement doesn't trigger reactions.

Battle Medicine ♦ (General, Healing, Manipulate, Skill) **Prerequisites** trained in Medicine **Requirements** You are holding or wearing healer's tools. You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle


Medicine for 1 day.


Bon Mot  (Auditory, Concentrate, Emotion, General, Linguistic, Mental, Skill) **Prerequisites** trained in Diplomacy You launch an insightful quip at a foe, distracting them. Choose a foe within 30 feet and roll a Diplomacy check against the target's Will DC. **Critical Success** The target is distracted and takes a -3 status penalty to Perception and Will saves for 1 minute. The target can end the effect early with a retort to your Bon Mot. This can either be a single action that has the concentrate trait or an appropriate skill action to frame their retort. The GM determines which skill actions qualify, though they must take at least 1 action. Typically, the retort needs to use a linguistic Charisma-based skill action. **Success** As critical success, but the penalty is -2. **Critical Failure** Your quip is atrocious. You take the same penalty an enemy would take had you succeeded. This ends after 1 minute or if you issue another Bon Mot and succeed.

Escape  (General, Skill) **Prerequisites** expert in Stealth

Requirements You have a deck of playing cards in your possession.

A good getaway requires a good distraction. You Interact to draw a deck of cards and flip it in a fluttering explosion, causing you to become briefly hidden to all other creatures using vision as their precise sense, and then you Sneak. You have enough cover to Sneak until the end of your turn. This leaves all of the cards from the deck scattered about the room; collecting them into a deck again takes several minutes.

Debilitating Strike  **Trigger** Your Strike hits a flat-footed creature and deals damage. You apply one of the following debilitations, which lasts until the end of your next turn. **Debilitation** The target takes a -10-foot status penalty to its Speeds. **Debilitation** The target becomes enfeebled 1.

Shifting Rune  (Magical, Transmutation) **Activate** Interact; **Effect** The weapon takes the shape of another melee weapon that requires the same number of hands to wield. The weapon's runes and any precious material it's made of apply to the weapon's new shape. Any property runes that can't apply to the new form are suppressed until the item takes a shape to which they can apply.

Precision Damage Sneak Attack 4d6

Additional Feats *Aerobatics Mastery, Armored Stealth, Blank Slate, Cat Fall, Combat Climber, Cunning Climber, Fleeing Diversion, Foil Senses, Gutsy Halfling, Incredible Scout, Irrepressible, Legendary Sneak, Mobility, Nimble Crawl, Precise Debilitations, Quick Climb, Quick Unlock, Rapid Mantel, Rolling Landing, Shadow Self, Slippery Prey, Slippery Secrets, Sly Striker, Sneak Savant, Sure Feet, Swift Sneak, Terrain Stalker, Thorough Search, Wary Disarmament*

Additional Specials *Deny Advantage, Double Debilitation, Great Fortitude, Keen Eyes, Master Tricks, Rogue's Racket (Thief Racket), Sneak Attack, Surprise Attack, Terrain Stalker (Rubble), Weapon Tricks*