

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Rapier	Equipped	1	2 / 20
Mace, Light	Equipped	1	4 / 5
Leather	Equipped	1	15 / 10
Outfit (Traveler's)	Equipped	1	5 / 0
Potion of Cure Light Wounds	Equipped	1	0 / 50
Cures 1d8+1 points of damage			
Dagger	Carried	1	1 / 2
Rations (Trail/Per Day)		4	1 (4) / 0.5 (2)
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Rogue's Kit		1	37 / 50
This kit includes a backpack, a bedroll, a belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves# tools, torches (10), trail rations (5 days), and a waterskin.			
TOTAL WEIGHT CARRIED/VALUE		27 lbs.	139gp

WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Heavy	100
		Push / Drag	500

MONEY	
Total= 0 gp [Unspent Funds = 6 gp]	

MAGIC

Languages
Common, Goblin, Orc

Other Companions

Traits	
Elven Reflexes (Granted)	[Paizo Inc. - Advanced Player's Guide, p.329]
You were adopted and raised by someone not of your actual race, and raised in a society not your own. You may immediately select a race trait from your adoptive parent's race.	
Elven Reflexes	[Paizo Inc. - Advanced Player's Guide, p.331]
One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.	
Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 1d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.	

Special Qualities	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Trapfinding (Ex)	[Paizo Inc. - Core Rulebook, p.68]
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	

Feats	
Combat Expertise	[Paizo Inc. - Core Rulebook, p.119]
You can increase your defense at the expense of your accuracy.	
You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.	
Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]

You are trained in using your agility in melee combat, as opposed to brute strength.
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Proficiencies
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

Marion Margay

Human

RACE

19

AGE

Unknown

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

195 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Marion always had a lot of shady friends, being a catburgler, that is how Marion's brother Ranmus got into trouble. Ranmus was in the city of Rotherby when he died. Marion never found out the details. Marion was on a deep con job far away and didn't hear the news right away. Before Marion could investigate Rotherby was magically transported to the frontier by the archmage. Marion deduced that the next city to be transported would be Whiterige based on their aggressive posturing toward neighboring city states. Marion has been waiting in Witeridge ever since biding his time until he can track down his brother's killer.