

Waluigi

Human Rogue 5

10,000 XP (next level: 15,000)

Chaotic Neutral

Strength: 14 (+2)

- Climb +10, Swim +10

Dexterity: 16 (+3)

- Acrobatics +11, Disable Device +13, Sleight of Hand +11

Constitution: 13 (+1)

Intelligence: 10

Wisdom: 12 (+1)

- Perception +11 (+13 to find traps), Sense Motive +11, Stealth +11

Charisma: 10

- Bluff +8

Hit Points: 41 ☐☐☐☐☐☐☐☐☐☐☐☐

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Armor Class: 18, touch 15

- +1 versus traps
- Uncanny Dodge

Base Attack Bonus: +3, melee +5, finesse/ranged +6

Combat Maneuver Bonus: +5

Combat Maneuver Defense: 20

Initiative: +7

Speed: 30 ft.

Saving Throws: Fortitude +3, Reflex +8, Will +3

- +1 versus traps
- Evasion

Action Points: ☐☐☐☐☐☐☐ (1d6)

Attacks:

- Returning Dagger +8 melee or ranged, 1d4+3 piercing or slashing, 19-20 crit., 10 ft.



- +6 ranged touch, 1d6 fire plus 1 splash plus 1d6 burn, 10 ft.

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Special Abilities:

- Sneak Attack +3d6



Feats: Alertness, Dodge, Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (dagger)


Languages: Common


Equipment:

- Returning Dagger
- Leather Armor

- Smoke Pellets ☐☐☐☐☐

-  2d8+3 healing ☐☐☐

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-  Climb 30 ft., low-light vision, scent, +1 to attacks and damage, +2 to AC
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-  Fly 60 ft. ☐

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