

Sent

Male Changeling
4th-level Monk/1st-level Rogue

Strength	14	[+2]
Dexterity	16	[+3]
Constitution	10	[+0]
Intelligence	13	[+1]
Wisdom	12	[+1]
Charisma	8	[-1]

Hit Points: 24

Armor Class: 14 (touch 14, FF 11)

Speed: 40 ft.

Initiative: +3

Saving Throws

Fortitude: +4
Reflex: +9
Will: +5

Unarmed Strike

Attack: +5 melee (or +3/+3)
Damage: 1d8+2
Notes: Can inflict lethal or nonlethal damage.

+1 Sling

Attack: +7 ranged (+3 BAB)
Damage: 1d4+3
Range Increment: 50 feet

Action Points □□□□

Alignment: Lawful Neutral

Racial Features

+2 bonus to saves against Sleep and Charm

Minor Change Shape

You may alter your facial features, skin color and texture, hair, and to a limited degree, size and bulk. This does not alter your clothing. This provides a +10 bonus to Disguise checks. Using the ability is a full-round action.

Class Features

Evasion

If you make a successful Reflex save against an effect that would normally deal half damage, you take no damage.

Flurry of Blows

As a full action you can make a second unarmed melee attack. Your attack modifier for this flurry is +3/+3.

Sneak Attack

When your opponent is surprised or flanked, you inflict an additional +1d6 damage with an attack.

Still Mind

Receives a +2 bonus to all saving throws vs. Enchantment.

Trapfinding

The Search skill can be used to locate traps.

Unarmed Strike/Ki Strike

Unarmed attack is treated as armed, considered a magical weapon.

Feats

Combat Expertise

May reduce melee attack roll by up to 3 to increase armor class by an equal amount; this lasts until the start of the character's next action.

Deflect Arrows

(As long as you have one hand free, you may deflect one ranged attack per round. You must be aware of the attack, and you cannot deflect spells.)

Dodge

Designate a single opponent at the start of each combat round; +1 armor class against all attacks made by that opponent in that round.

Improved Grapple

Does not provoke an attack of opportunity when grappling. +4 to Grapple checks (+9 total).

Changelings are the descendents of humans and the shapechanging doppelgangers. In most cultures changelings are distrusted and shunned. But the goblins are Darguun are also used to being scorned and spurned by other races. During the Last War, Sent's parents were nearly lynched by a mob of paranoid human villagers, until a group of goblins appeared and rescued the changelings. These goblins were members of the shaarat'klesh ("silent knives"), an order of spies and assassins. Sent's parents found shelter with the goblins and ultimately were accepted into the order, and Sent was raised among the goblins.

While Sent can mimic almost any emotion, by nature he is serious and austere. He has been assigned to serve Kashta and is dedicated to the mission. Sent dislikes humans and takes equal pleasure in fighting and fooling them. While he is loyal to Kashta, Sent is most comfortable around goblins and will go out of his way to look after the wizard, Morish.

Languages

Common, Dwarven, Elven, Goblin

Skills

Balance, 3 ranks	+8
Bluff, 5 ranks	+6
Climb, 2 ranks	+4
Disguise, 4 ranks	+7 (+17)
Intimidate	+3
Hide, 7 ranks	+10
Jump, 5 ranks	+9
Listen, 2 ranks	+3
Move Silently, 7 ranks	+10
Open Lock, 2 ranks	+5
Sense Motive	+3
Spot, 5 ranks	+6
Search, 4 ranks	+5
Tumble, 7 ranks	+12

Gear

Circle of Sound

Magical ring transfers a whispered message to everyone else wearing a matching ring, up to 220 feet.

Heward's Handy Haversack

Holds up to 12 cubic feet or 120 pounds of material.

Potion of Cure Moderate Wounds

Restore 2d8+3 hit points.

Potion of Cure Light Wounds

Restore 1d8+1 hit points.

Vestment of Many Styles

You may alter the appearance of this clothing by speaking a command word. This provides a +2 bonus to Disguise if clothing is involved.

Masterwork Thieves' Tools

+2 to Open Locks checks

Wooden Holy Symbols

For the Silver Flame, Sovereign Host, and Dark Six.

In the Haversack

Center Pocket

- 80 arrows
- 80 bolts
- 100 feet of silk rope
- Grappling Hook
- 1 bedroll/party member
- 1 waterskin/party member, filled
- 5 days trail rations/party member
- 1 casket containing 500 gp.
- 1 Tent

Right Pocket

- 1 everbright lantern
- 1 flint and steel
- 5 torches
- 3 sacks
- 1 climbers's kit
- 1 disguise kit (+2 to disguise checks)

Left Pocket

- Two thunderstones (Deafens anyone within 10 feet; DC 15 Fortitude save)
- Two tanglefoot bags (Entangles target; DC 15 Reflex save)
- Two bottles of Alchemist's Fire (inflicts 1d6 fire damage for 2 rounds)
- Three *Potions of Mage Armor* (+4 armor bonus to AC for 1 hour)