

SOKARIS

LFG Rogue Icon – Level 1 Elf Rogue



This character sheet depicts the level 1 version of Sokaris, during his training in the Shadow Division, before joining the resistance and setting off on his greatest adventures!

Sokaris (Level 1 / 8 HP / Medium)
Creature Type: Hominid (Elf)
Class: Rogue
Morality: Balanced (Reason & Freedom)
Character Level: 1
Hit Points: 8 HP $([6+0con/lvl] +2)$, Injured: 2
Ability Scores: STR 10 / DEX 16 / CON 10 INT 15 / WIS 12 / CHA 13
Vision & Senses: Diurnal Vision & Nocturnal Vision
Move: 30
Size/Space/Reach: Medium / 1 hex / 5'
Initiative: $0+3dex+1wis = +4$
Armor Class (AC): 16 $(10+3dex+1a+1d+1s)$ FFAC: 12 - Touch AC: 14 - ACvsCrit: 17 (uses a buckler)
Saves: FORT: +0 $(0+0con)$ REF: +5 $(2+3dex)$ WILL: +2 $(0+1wis+1i)$
Resistance:
Hit Rating (HR): +0
Attacks: $0+3dex = +3$ Shortsword: +3 / 19-20 / x2 / 1d6 [s/p] Dagger: +3 / 19-20 / x2 / 1d4 [s/p] -Thrown Dagger has 10' Thrown Range Increment *Sneak Attack +1d6
Skills: 28 Ranks $([16+2int/lvl] +10)$
Feats (1): Dodge Weapon/Armor Prof: Simple & Light Armor, Light Shields, Shortbow[0-3], Longbow[0-3], Cutlass, Shortsword, Smallsword, Rapier, Elven Thinblade
Equipment: 150gp (Shortsword, Buckler, etc. – see below)
Languages: Common, Elven, Goblin, Orcish
Special Traits: Tranquility, Elven Hunter, Elven Archery, Rogue Skills +1, Logical

FEATS – Summary:

Dodge: You gain a +1 Dodge Bonus to AC and a +1 Innate Bonus to *Acrobatics*.

Special Abilities - Summary:

Logical (Trait): +1 WILL Saves

Tranquility: Long Rest after only 5 hours (4 hours of sleep). Require half standard amount of rations & water. Suffer only -5 penalty to Listen while sleeping, and may remember things you hear while sleeping. Immune to magical sleep spells & cannot be made Asleep by poisons. (Max 1 Long Rest per day)

Elven Archery: Treat STR as 2 points higher when determining which bows you may wield properly.

Elven Hunter: +2 Innate Bonus to Hide, Survival, Move Silently

Rogue Class Abilities:

Sneak Attack+1d6: If your foe is *Flat-Footed*, *Flanked*, or *Helpless* and within 30 feet, you deal +1d6 Precision Damage to your foe on a successful physical attack.

-Sneak Attack cannot be applied to attacks made as Free Actions or Reactions.

Rogue Skills +1: Gain a +1 Class Bonus to *Spot*, *Craft(Mechanisms)*, & 3 other Skills of your choice. (Sokaris selected *Acrobatics*, *Bluff*, *Hide*)

-Use *Spot* Skill to search in any environment.

-Survey Action allows search for traps up to 30' away.

-Gain +1 Class Bonus when using *Craft(Magic Item)* to disable a Magic Trap.

-Gain +1 Class Bonus vs Traps (REF Saves & AC).

Skills: $(16+2int)/lvl +10 = 28$ Ranks

Acrobatics: $3r+3dex+1i+1c = +8$	Handle Animal: $1r+1wis = +2$	Sense Motive: $1r+1wis = +2$
Bluff: $1r+1cha+1c = +3$	Hide: $3r+2int+2i+1c = +8$	Sleight of Hand: $1r+3dex = +4$
Climb: $1r+0str = +1$	Know(Civilization): $1r+2int = +3$	Spot: $1r+1wis+1c+2i = +5$
Craft(Academia): $1r+2int = +3$	Know(Nature): $1r+2int = +3$	Survival: $1r+1wis+2i = +4$
Craft(Bowyer): $0r+2int+2i = +4$	Listen: $2r+1wis+2i = +5$	Swim: $1r+0str = +1$
Craft(Mechanism): $2r+2int/+3dex+1c = +5/+6$	Move Silent: $2r+3dex+2i = +7$	Under Cover: $2r+1cha = +3$
Diplomacy: $1r+1cha = +2$		Tactics: $1r+2int = +3$
		Wrestling: $1r+0str = +1$

-Bold Skills selected for **Rogue Skills+1**

SOKARIS'S EQUIPMENT – LEVEL 1:

-Sokaris has these Basic Clothes and Carrying Containers:

- Black shirt and pants with green trim, belt, soft boots
- 3 Belt Pouches, 1 Bandolier, 2 Side Sheaths, 2 Leg Sheaths



Carrying Capacity:

Light = 40 lbs, Medium = 80 lbs, Heavy = 120 lbs

EQUIPMENT	Value (GP)	WEIGHT (lbs)	LOCATION
Armor: Cloth with Guards (Black/Green)	19	7	Worn on Torso(Over) +Arms
Shortsword	10	1.5	Side Sheath
Buckler	5	2	Buckled onto Belt
Dagger (x2)	5(x2)	1(x2)	1 Side Sheath, 1 Leg Sheath
Thief's Tools	10	2	Belt Pouch
Magnifying Glass	15	0*	Belt pouch
Smokestick x2	2(x2)	0*	Bandolier
50 Gold Pieces	50	1	Belt Pouch
Flint & Steel	0.5	0*	Belt Pouch
Glowtorch x2	2(x2)	0*	Bandolier
Mirror	3	1	Belt Pouch
Waterskin	2	N/A	Belt Pouch Location
1 Day of Water	N/A	0*	In Waterskin
TOTAL GEAR WITHOUT BACKPACK		16.5 lbs	
Backpack (Rucksack)	5	0*	Backpack Carrying Location
Torch	N/A	1	Backpack
Mess Kit	3	2	Backpack Tie-On
5 Bandages	0.5	0*	Backpack
1 Day Rations (x2)	0.5(x2)	1(x2)	Backpack
Map [Local]	5	N/A	Backpack
Bed Roll	2	5	Backpack Tie-On
Rope-½"x25' + Grappling Hook	2+3	3+2	Backpack Tie-On
TOTAL BACKPACK WEIGHT		15 lbs	
TOTAL GEAR WITH BACKPACK		31.5 lbs	

To simplify record keeping, some items are listed as weight 0*. Equipped backpacks, pouches, sheaths, clothes, jewelry, a day of water, and up to 10 items of 0.5lbs or less may be treated as having an effective weight 0 lbs for determining carrying capacity and encumbrance. (Each extra day of water adds +4 lbs for a medium size creature)

Backpack (Rucksack): High Capacity, traditional hiking/adventuring pack. 5 Tie-On Locations.

-Incurs -1 Attack Penalty & -1 Mobility Penalty while worn. Removed as a Little Action (AOO).

ABOUT SOKARIS

Race: Elf Age: 29 Height: 5'11" Weight: 160 lbs Skin: Pale Blue-Grey Hair: Indigo Eyes: Green

Sokaris was raised in privilege among the aristocracy and educated at the Imperial Academy. His sharp intellect, agility, and discipline earned him a position in the elite ranks of the Imperial Shadow Division, where he excelled at espionage and combat. He admired and respected the honorable empire and was proud to serve its noble ideals—until corruption hollowed it from within and an authoritarian regime seized control. After his parents were imprisoned on false charges, he was expelled for disloyalty when he questioned the lies. Stripped of rank and future, Sokaris joined the resistance, and now applies his tactical precision and ruthless efficiency against the evil regime; falsifying decrees, reallocating corrupt fortunes, protecting the innocent, and eliminating those who prey upon the weak.

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