

## Jon Beauvie

Str: 10  
Dex: 14 (+2)  
Con: 10  
Int: 14 (+2)  
Wis: 16 (+3)  
Cha: 16 (+3)

**Init:** +2 (+2 dex)

**Speed:** 30' (20' w/armor)

### Saves

Fort: +4 (+4 base)  
Reflex: +6 (+4 base/+2 ability)  
Will: +2 (+2 base/+3 ability)

**Grapple:** +3 (+3 base)

### Attacks

#### +1 Merciful Morningstar:

Attack Bonus: +4  
Damage: 1d8+1 and 1d6- all nonlethal  
Critical: x3/+Frost Damage/+2d10

#### Daggers (Melee):

Attack Bonus: +4  
Damage: 1d4  
Critical: 19-20/x2

#### Daggers (Ranged/10ft.):

Attack Bonus: +6  
Damage: 1d4  
Critical: 19-20/x2

### Feats

Simple Weapon Prof. (Class)  
Light Armor Prof. (Class)  
Weapon Focus/Dagger (Class)  
Negotiator  
Investigator

**HP:** 28

**AC:** 21 (+6 armor/+2 shield/+2 dex/+1 ring)  
Touch: 12  
Flat Footed: 19

### Special Abilities:

+2 Save vs. Charm and Enchantment (race)  
Minor Shape Change (race)  
Energy Resistance 10/fire (class)

**Level:** Favored Soul: 5

**XP:** 10,000

**Align:** Lawful Neutral

**Gold:** 825

**Race:** Changeling

**Languages:** Common, Goblin, Elven

### Skills:

Appraise: +2 (+2 ability)  
Autohypnosis: N/A  
Balance: +2 (+2 ability)  
Bluff: +5 (+3 ability/+2 race)  
Climb: +0  
\*Concentration: +5 (+5 ranks)  
Craft: N/A  
Decipher Script: N/A  
\*Diplomacy: +14(+3ab./+7rank/+2race/+2sense mot.)  
Disable Device: N/A  
Disguise: +13 (+3 ability/+10 race)  
Escape Artist: +2 (+2 ability)  
Forgery: +2 (+2 ability)  
Gather Information: +7 (+3ability/+2(4)rank/+2feat)  
Handle Animal: N/A  
\*Heal: +5 (+3 ability/+2 ranks)  
Hide: +2 (+2 ability)  
Intimidate: +5 (+3 ability/+2 feat)  
\*Jump: +0  
\*Knowledge (arcana): +4 (+2 ability/+2 ranks)  
Listen: +3 (+3 ability)  
Move Silently: +2 (+2 ability)  
Open Lock: N/A  
Perform: +3 (+3 ability)  
\*Profession (mortician): +8 (+3 ability/+5 ranks)  
Ride: +2 (+2 ability)  
Search: +4 (+4 ability)  
\*Sense Motive: +13 (+6 ranks/+3 ability/+4 feat)  
Spot: +3 (+3 ability)  
Survival: +3 (+3 ability)  
Swim: +0  
Tumble: N/A  
Use Magic Device: N/A  
Use Rope: +2 (+2 ability)

\* = Class Skills

**Combat/Magical Equipment (cost in gold):**

+1 Glamered Breastplate: Can transform into the form of any type of clothes (3,700): -3 armor check

+1 Merciful Morningstar (8,308)

Silver Sacrificial Dagger of Wee Jas (masterwork)/+1 non-magical/in boot sheath (322)

4 Daggers (8)

Heavy Wooden Shield (7): -2 armor check

Wand of Charm Person/50 Charges (750)

Levitation Potion (300)

Pass Without Trace Potion (50)

2 Mage Armor Potions (100)

**Mundane Equipment (cost in gold):**

Mortician's Toolkit (500)

Backpack (2)

Crowbar (2)

Flint & Steel (1)

Manacles and Good Lock (55)

Small Manacles and Good Lock (55)

Small Steel Mirror (10)

Signal Whistle (1)

2 Waterskins (1)

Shovel (2)

Caltrops (1)

**Spells per day:**

9 0-level/9 1-level / 7 2-level

**Spells Known:**0 Level

Light

Detect Magic

Read Magic

Detect Poison

Purify Food & Drink

Create Water

1<sup>st</sup> Level

Cure Light Wounds

Comprehend Languages

Inflict Light Wounds

Remove Fear

Deathwatch

2<sup>nd</sup> Level

Hold Person

Zone of Truth

Deathknell