

## Grimm Darkknife



**Male human (Varisian) rogue 4 - CR 3**

Lawful Neutral Humanoid (Human); Deity: **Abadar**; Age: **32**; Height: **5' 11"**; Weight: **160 lb.**; Eyes: **Gray**; Hair: **Black**; Skin: **Pale**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>15</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>13</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	=	<b>+1</b>	<b>+1</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	=	<b>+4</b>	<b>+3</b>			
<b>Trap Sense</b> : +1 bonus vs. traps							
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>17</b>	=	<b>+3</b>		<b>+3</b>			<b>+1</b>	

**Touch AC** **14**      **Flat-Footed AC** **13**

**Trap Sense** : +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
<b>+5</b>	=	<b>+3</b>	<b>+2</b>	-

CM Defense	BAB	Strength	Dexterity	Size
<b>19</b>	=	<b>10</b>	<b>+3</b>	<b>+2</b>

See the AC section (above) for situational modifiers that may also apply to CMD

**Base Attack** **+3**      **HP** **32**

**Initiative** **+3**      Damage / Current HP

**Speed** **30 / 20 ft**

### The Darkknife Grave Chiller

Main hand: **+7, 1d6+3 plus 1d6 cold**      Crit: 19-20/x2 Light, P

### Leaf armor

+3

Max Dex: +5, Armor Check: -  
Spell Fail: 15%, Light

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+7</b>	DEX (3)	2	
<i>Speed greater/less than 30 ft. : -4 to jump</i>				
<b>Appraise</b>	<b>+8</b>	INT (1)	4	
<b>Bluff</b>	<b>+5</b>	CHA (0)	2	
<b>Climb</b>	<b>+5</b>	STR (2)	3	
<b>Diplomacy</b>	<b>+4</b>	CHA (0)	1	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+5</b>	DEX (3)	2	
<b>Fly</b>	<b>+2</b>	DEX (3)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+9</b>	CHA (0)	4	
<b>Knowledge (local)</b>	<b>+6</b>	INT (1)	2	
<b>Knowledge (nature)</b>	<b>+3</b>	INT (1)	2	
<b>Perception</b>	<b>+5</b>	WIS (0)	2	
<i>Trapfinding: +2 to locate traps</i>				
<b>Profession (cook)</b>	<b>+7</b>	WIS (0)	4	
<b>Profession (herbalist)</b>	<b>+7</b>	WIS (0)	4	
<b>Ride</b>	<b>+0</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+5</b>	WIS (0)	2	
<b>Sleight of Hand</b>	<b>+5</b>	DEX (3)	2	
<b>Stealth</b>	<b>+7</b>	DEX (3)	4	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>+5</b>	STR (2)	3	

### Feats

- Acrobatic
- Armor Proficiency (Light)
- Dodge
- Intimidating Prowess
- Rogue Weapon Proficiencies
- Simple Weapon Proficiency - All
- Toughness
- Weapon Finesse

### Special Abilities

- Evasion (Ex)
- Sneak Attack +2d6

## Gear

**Total Weight Carried: 86/200 lbs, Medium Load**  
**(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Caltrops	2 lbs
Chalk x10	-
Cutting board, wooden	2 lbs
Flint and steel	-
Grappling hook	4 lbs
Knife, cutting	0.5 lbs
Ladle	0.5 lbs
Leaf armor	10 lbs
Mess kit	1 lb
Mirror	0.5 lbs
Money	3 lbs
Piton x10	0.5 lbs
Portable taffy maker	-
Pot	4 lbs
Pot	4 lbs
Rope	10 lbs
Seasonings, local	0.5 lbs
Skewer	1 lb
Skillet	4 lbs
Soap	0.5 lbs
The Darkknife Grave Chiller	2 lbs
Thieves' tools	1 lb
Tinder packet	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Tripod, iron	3 lbs
Waterskin	4 lbs

## Special Abilities

Trap Sense +1 (Ex)  
Trapfinding +2  
Uncanny Dodge (Ex)

## Tracked Resources

Torch    
Trail rations

## Languages

Common  
Halfling  
Varisian

## Experience & Wealth

Experience Points: **6000**/10000  
Current Cash: **150 gp**

## Background

Proprietor of Rickety's Squibs saltwater taffy shop. Keeps his candy shop dark and oddly cold. Incapable of understanding why this or his intimidating demeanor is off-putting. Known to be kind and generous despite his frightening presence.

Grimm is the son of two assassins legendary in the underworld of Absalom. Groomed to be the ultimate assassin by his parents, Grimm was taught all the tricks of the rogue and shadowcraft.

Grimm was rebellious though, and when he was supposed to be learning about cutting throats he would sneak away and learn the art of making delicious confections from Absalom's finest candymakers.

Knowing that his parents would most likely end his life if they found out his secret, Grimm stole away on a pirate ship bound for the Shackles. Eventually, he reached Rickety's Squibs, where Rickety allowed him to fulfill his dream of opening a candy shop. He is very loyal to Rickety as a result.

The townsfolk of RS consider Grimm an eccentric but kind and easy-going, and thus make it a point to support his shop.

Rumor has it that Grimm has a special hemlock-flavored taffy for anyone that crosses Rickety.

LIKES: Candy, candymaking, being enveloped by darkness.

DISLIKES: Bitter foods.

## Sourcebooks Used

- **Advanced Player's Guide** - Strong Impression (special ability)
- **Adventurer's Armory / Inner Sea World Guide** - Leaf armor (armor)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)
- **Inner Sea World Guide** - Varisian (race option)
- **Ultimate Equipment** - Mess kit (equipment); Skillet (equipment)