

## Quickling

### Male quickling - CL4 - CR 3

Chaotic Evil Fey; Deity: **Calistria**; Age: **19**; Height: **2' 6"**;  
Weight: **15 lb.**; Eyes: **brown**; Hair: **green**; Skin: **green**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>8</b>	<b>-1</b>	
<b>DEX</b> DEXTERITY	<b>24</b>	<b>+7</b>	
<b>CON</b> CONSTITUTION	<b>13</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>15</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>15</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+3</b>	=	<b>+1</b>	<b>+1</b>	<b>+1</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+12</b>	=	<b>+4</b>	<b>+7</b>	<b>+1</b>		
<b>WILL</b> (WISDOM)	<b>+7</b>	=	<b>+4</b>	<b>+2</b>	<b>+1</b>		

#### Damage Reduction (5/cold iron)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>20</b>	=		<b>+7</b>	<b>+1</b>	<b>+1</b>		<b>+1</b>	

**Touch AC** **19** **Flat-Footed AC** **12**

**Mobility:** +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+0</b>	<b>= +2</b>	<b>-1</b>	<b>-1</b>	<b>-</b>

			BAB	Strength	Dexterity	Size
CM Defense	18	= 10	+2	-1	+7	-1

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

Base Attack	HP	Damage / Current HP
<b>+2</b>	<b>18</b>	
Initiative	<b>+7</b>	
Speed	<b>120 ft</b>	

#### Dagger

Main hand: **+10, 1d3-1** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+10, 1d3-1** Light, P/S

#### Dart

Main hand: **+10, 1d3-1** Crit: x2  
Rng: 20'  
Ranged: **+10, 1d3-1** Light, P

#### Short sword

Main hand: **+10, 1d4-1 plus blue whinnis** Crit: 19-20/x2  
Light, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+14</b>	DEX (7)	<b>4</b>	
Speed greater/less than 30 ft.: +72 to jump				
<b>Appraise</b>	<b>+2</b>	INT (2)	-	
<b>Bluff</b>	<b>+9</b>	CHA (2)	<b>4</b>	
<b>Climb</b>	<b>-1</b>	STR (-1)	-	
<b>Craft (alchemy)</b>	<b>+7</b>	INT (2)	<b>4</b>	
<b>Diplomacy</b>	<b>+2</b>	CHA (2)	-	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>+14</b>	DEX (7)	<b>4</b>	
<b>Fly</b>	<b>+9</b>	DEX (7)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Perception</b>	<b>+9</b>	WIS (2)	<b>4</b>	
<b>Ride</b>	<b>+7</b>	DEX (7)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Spellcraft</b>	<b>+6</b>	INT (2)	<b>4</b>	
<b>Stealth</b>	<b>+18</b>	DEX (7)	<b>4</b>	
Invisibility: +40 while still vs. foes who can't see invisible				
<b>Survival</b>	<b>+4</b>	WIS (2)	<b>2</b>	
<b>Swim</b>	<b>-1</b>	STR (-1)	-	
<b>Use Magic Device</b>	<b>+7</b>	CHA (2)	<b>2</b>	

#### Feats

- Dodge**  
+1 AC.
- Mobility**  
+4 to AC against some attacks of opportunity.
- Simple Weapon Proficiency - All**  
Proficient with all simple weapons.
- Spring Attack**  
You can move - attack - move when attacking with a melee weapon.

## Feats

### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

## Gear

### Total Weight Carried: 39.1/60 lbs, Encumbrance Ignored

(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Backpack (38 @ 35 lbs)	0.5 lbs
Bedroll <In: Backpack (38 @ 35 lbs)>	1.25 lbs
Belt pouch (9 @ 0 lbs)	0.125 lbs
Black adder venom <In: Belt pouch (9 @ 0 lbs)>	-
Blue whinnis x4 <In: Belt pouch (9 @ 0 lbs)>	-
Caltrops <In: Backpack (38 @ 35 lbs)>	2 lbs
Chalk x10 <In: Backpack (38 @ 35 lbs)>	-
Cloak of resistance +1	0.5 lbs
Dagger	0.5 lbs
Dart x6	0.25 lbs
Flint and steel <In: Backpack (38 @ 35 lbs)>	-
Giant wasp poison <In: Belt pouch (9 @ 0 lbs)>	-
Grappling hook <In: Backpack (38 @ 35 lbs)>	4 lbs
Mess kit <In: Backpack (38 @ 35 lbs)>	1 lb
Mirror <In: Backpack (38 @ 35 lbs)>	0.5 lbs
Money	-
Piton x10 <In: Backpack (38 @ 35 lbs)>	0.5 lbs
Poison, Huge Scorpion Venom <In: Belt pouch (9 @ 0 lbs)>	-
Pot <In: Backpack (38 @ 35 lbs)>	4 lbs
Potion of bear's endurance <In: Belt pouch (9 @ 0 lbs)>	-
Potion of cure light wounds <In: Belt pouch (9 @ 0 lbs)>	-
Rope <In: Backpack (38 @ 35 lbs)>	10 lbs
Short sword	1 lb
Soap <In: Backpack (38 @ 35 lbs)>	0.5 lbs
Torch x5 <In: Backpack (38 @ 35 lbs)>	1 lb
Trail rations x3 <In: Backpack (38 @ 35 lbs)>	0.25 lbs
Waterskin <In: Backpack (38 @ 35 lbs)>	1 lb

## Special Abilities

### Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Natural Invisibility (Su)

A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.

### Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

### Situational Acrobatics (Jump) Bonus +36 (Ex)

You gain the specified bonus to acrobatics checks made to jump.

### Slow Susceptibility (Ex)

A quickling that succumbs to a slow effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the slow effect ends.

### Sneak Attack +1d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

## Experience & Wealth

Current Cash: **You have no money!**

## Special Abilities

### Supernatural Speed (Su)

A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability

### Uncanny Dodge (Ex)

You retain your Dexterity bonus to AC even if caught flat-footed or hit by an invisible attacker, but still lose it if immobilized.

## Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Flare (1/day)	<input type="checkbox"/>
Levitate (1/day)	<input type="checkbox"/>
Shatter (1/day)	<input type="checkbox"/>
Ventriloquism (1/day)	<input type="checkbox"/>

## Tracked Resources

Black adder venom	<input type="checkbox"/>
Blue whinnis	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dart	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Giant wasp poison	<input type="checkbox"/>
Poison, Huge Scorpion Venom	<input type="checkbox"/>
Potion of bear's endurance	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Aklo	Sylvan
Common	

## Situational Modifiers

### Acrobatics

Speed greater/less than 30 ft.: +72 to jump

### Stealth

Invisibility: +40 while still vs. foes who can't see invisible

## Quickling – Abilities & Gear

### Dodge

### Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### Mobility

### Feat

You can easily move through a dangerous melee.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

### Spring Attack

### Feat

You can deftly move up to a foe, strike, and withdraw before he can react.

**Prerequisites:** Dex 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Normal:** You cannot move before and after an attack.

### Weapon Finesse

### Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### Damage Reduction (5/cold iron)

### Unknown

You have Damage Reduction against all except Cold Iron attacks.

### Evasion (Ex)

### Racial Ability (Quickling)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

### Low-Light Vision

### Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Natural Invisibility (Su)

### Racial Ability (Quickling)

A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.

### Poison Use (Ex)

### Racial Ability

You do not risk poisoning yourself accidentally while poisoning a weapon.

### Situational Acrobatics (Jump) Bonus +36 (Ex) Racial Ability

You gain the specified bonus to acrobatics checks made to jump.

### Slow Susceptibility (Ex)

### Racial Ability (Quickling)

A quickling that succumbs to a slow effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the slow effect ends.

### Sneak Attack +1d6

### Racial Ability (Quickling)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

### Supernatural Speed (Su)

### Racial Ability (Quickling)

A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same names).

### Uncanny Dodge (Ex)

### Racial Ability (Quickling)

You retain your Dexterity bonus to AC even if caught flat-footed or hit by an invisible attacker, but still lose it if immobilized.

### Cloak of resistance +1

### Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

### Construction

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp