

# The Professional

## Combat Gear List

**Potion of Cure Moderate Wounds** – Drink this to regain 2d8+3 hit points.

**Potion of Displacement** – Drink this to get a 50% miss chance for 5 rounds.

**Potion of Invisibility** – Drink this to become invisible until you attack or 3 minutes pass.

**Wand of True Strike (5 charges)** – Activate this to get a +20 insight bonus to your next attack roll (done before the end of the next round). This attack ignores any miss chance. In order to activate this, Shohiraj must make a DC 20 Use Magic Device check (1d20+12).

**Alchemist Fire (2)** – You can throw this 10ft. as a thrown weapon. **Ranged** alchemist fire +11 (1d6 fire).

Each person adjacent to the target takes 1 points of fire damage. The target takes 1d6 fire on their next turn unless they spend a full-round action putting the fire out by making a DC 15 Reflex save.

**Antitoxin (2)** – Drink this to get a +5 alchemical bonus to Fortitude saves versus poison for 1 hour.

**Smokestick (2)** – Use this to create a 10ft. square of fog for 1 minute. Adjacent = 20% concealment, farther than that = 50% concealment. Moderate or longer wind dissipates it in 1 round.

**Tanglefoot Bag (2)** – You can throw this 10ft. as a thrown weapon. **Ranged** tanglefoot bag +11. If it hits the target, they become entangled for 2d4 rounds. The target must make a DC 15 Reflex save or become glued to the floor. If they are glued to the floor, they can break out with a DC 17 Strength check or 15 points of damage with a slashing weapon.

## Unlisted Abilities

**Evasion** – If you succeed on a Reflex save that would let you take half damage, instead you take no damage.

**Improved Uncanny Dodge** – You can't be caught flat-footed. You don't lose your Dexterity bonus to AC if the attacker is invisible. You can't be flanked. You can't be sneak attacked because of flank unless the person doing the sneak attacking has at least 4 more levels in rogue than you.

**Quick Draw** – You can draw a weapon as free action. You can draw a concealed weapon as a move action.

**Trapfinding** – You get a +4 bonus to Disable Device checks and to Perception checks vs. traps. You can disable magical traps. The Disable Device bonus is already factored into the stat block, but the Perception bonus isn't.

## Attack Modifiers

	To Hit	Damage
<i>+1 menacing sap</i>	+12/+7	(1d6+6 nonlethal)
mwk rapier	+12/+7	(1d6+1/18-20)
<i>+1 light crossbow</i>	+12	(1d8+1/19-20)
flank (w/ menacing weapon)	+4	
sneak attack (w/ sap)		+4d6+8
sneak attack (w/o sap)		+4d6

## Resource Management

Daily Resources				
Underhanded				
Consumable Resources				
<i>potion of cure moderate wounds</i>				
<i>potion of displacement</i>				
<i>potion of invisibility</i>				
<i>wand of true strike</i>				
alchemist fire				
antitoxin				
smokestick				
tanglefoot bag				

### Sneak Attack

You can sneak attack someone you are flanking, someone who cannot see you, or someone who hasn't acted yet (or is otherwise flat-footed). You can sneak attack on a melee attack or a ranged attack, but on a ranged attack, the target must be within 30 feet. You can sneak attack someone with partial concealment (20%) but not total concealment (50%).

Your sneak attack deals 4d6 damage and doesn't get multiplied on a crit. If you're using the sap, you get an additional +8 bonus to damage. You may also choose to give your target one of the following conditions for 1 round. They can only be under one at a time. Additional attacks can extend the duration.

*Bewildered:* The target takes a -2 penalty to AC, and an additional -2 penalty versus your attacks.

*Disoriented:* The target takes a -2 penalty to attack rolls, and an additional -2 penalty to attack you.

*Hampered:* All of the target's speeds are reduced by half (to a minimum of 5 feet) and the target cannot 5 foot step.