

Lex Savoy, Former Slave Trader | Human Rogue 5 | Neutral Evil

Description: A human merchant who was in charge of the slave trade in Lyrra and was banished for supporting the King's stepmother. Always speaks with a smile and ready to make a bargain.

Hit Points
24

Armor Class
18

Initiative
+4

Move
30'

Ref. Save
+6

Fort. Save
+1

Will Save
+2



Stats	Score	Modifier	Stats	Bonus
CHA	18	+4	Base Attack	+3
CON	10	+0	Melee	+5
DEX	14	+2	Ranged	+7
INT	14	+2	CMB	+3
STR	11	+0	CMD	15
WIS	12	+1	Concentration	N/A

Proficiencies: Simple weapons; hand crossbow, rapier, sap, shortbow, and short sword; light armor

Possessions: Two Dagger +2 (hidden within box of roses), leather armor +2, 300 gold pieces, 2 gems sewn into cape (50 gp, 500 gp), widow's venom (poison, DC 16, 1d6 damage for 1d10 rounds), hat of disguise (allows you to assume the appearance of another person for 10 minutes)

Melee Weapon	Attack	Damage	Missile Weapon	Attack	Damage	Range Incr.
Dagger	+5	1d4+2	Dagger (thrown)	+7	1d4+2	10'

Skill	Bonus	Skill	Bonus	Skill	Bonus	Skill	Bonus
Appraise	+10	Disguise	+10	Perception	+9	Disable Device	+10
Bluff	+12	Intimidate	+13	Sense Motive	+9		
Climb	+8	Knowledge	+10	Stealth	+12		
Diplomacy	+14	(trade)		Perform (Art)	+7		

Special Ability	Description
Sneak Attack	+3d6 damage
Trapfinding	+2 perception to find or disarm traps
Evasion	Take no damage on successful Reflex Save
Uncanny Dodge	Cannot be caught flat-footed
Trap Sense	+1 AC bonus on reflex saves made against traps
Rogue Talents	<ul style="list-style-type: none"> •Honeyed Words: roll 2 dice on bluff checks and take the better result •Canny: +4 on perception checks

Feat	Description
Deceitful	+2 on Bluff and Disguise checks
Persuasive	+2 on Diplomacy and Intimidate checks
Combat Expertise	Take a -1 penalty on attack and gain +1 AC

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For decades, your family dealt in slaves. When someone fell into debt, you'd pay off the money and arrest them. You sold their services to work as field hands and miners, whatever jobs no one else wanted. When the slaves had worked to pay off the money they owed, they were freed. Most people hated you for it, but they were happy to pay for labor.

When Queen Aveneloris asked you to halt the slave trade, you investigated and shut down the practice because you realized the expenses were too high. Of course, that meant the farmers were short of labor the next year and the crops began to fail. The starving people hated you more than ever, but your profits on importing food made up for the unpopularity.

You are slick, suave, and easily able to talk a pig farmer into buying fertilizer. You prefer to talk or think your way out of trouble, although you're not opposed to more physical methods.

Goals:

- You have a deep appreciation of the arts. Fine art relaxes you. And it can have huge profit margins. Recently Al of Al's Used Rugs contacted you. He has a well-known painting, *Xenogenesis*, that you are going to pick up in Lyrra.
- You are always on the lookout for an opportunity to make money.

Aveneloris: The king's stepmother who seized the city 2 years ago. She was ruthless enough to get things done and appreciated merchants who paid their taxes. Too bad Galden banished you and the others who supported her.

Sandra Delaney: It's hard to believe someone with the power of necromancy hasn't done more with it.

Havok Mott: A foul-mouthed mercenary who rages over every minor inconvenience. You hired him to watch over a few wagons coming into town, but when the bandits attacked, he got so angry, he destroyed two wheels and slowed the entire shipment by a day.

Hebrun Spellbreaker: A dwarven paladin who betrayed his Duke over a woman. He was honorable, true and just; in other words naïve and stupid.

Brother Lawrence: A priest who spends more time at the dinner table than at prayers. He begged you to end the slave trade after you'd already decided to do it.