Cyndel Ghydel

Female tiefling fighter 8/rogue 3 (knife master)
CG Medium outsider (native)
Init +4; **Senses** darkvision 60 ft.; Perception +0
Languages Abyssal, Common, Infernal

DEFENSE

AC 26, touch 15, flat-footed 20 (+10 armor, +1 deflection, +4 Dex, +1 natural)
hp 103 (11 HD)
Fort +10, **Ref** +10, **Will** +4; +2 vs. fear
Defensive Abilities blade sense +1, bravery +2, evasion; **DR** 5/magic; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 40 ft. (8 squares)
Melee *+1 wounding kukri* +18/+13/+8 (1d4+8 plus 1 bleed/19-20/×3) or
  +1 wounding kukri +16/+11/+6 (1d4+8 plus 1 bleed/19-20/×3) and
    +1 wounding kukri +16/+11 (1d4+8 plus 1 bleed/19-20/×3) with Improved Two-Weapon Fighting, or
Ranged mwk throwing knives +17/+12/+7 (1d4+7) or
  mwk throwing knives +15/+10/+5 (1d4+7) and
  mwk throwing knives +15/+10 (1d4+7) with Two-Weapon Fighting
Special Attacks sneak attack +2d4, sneak stab +2d8, weapon training (light blades +1)
Spell-Like Abilities (CL 11th; Concentration +10)
  1/day – *darkness*

STATISTICS

Abilities Str 18 (+4), Dex 18 (+4), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 8 (–1)
Base Atk +10; **CMB** +14 (+18 with kukris); **CMD** 28
Feats Double Slice, Greater Weapon Focus (kukriB), Improved Critical (kukriB), Improved Two-Weapon Fighting, Quick DrawB, Two-Weapon FightingB, Two-Weapon Rend (1d10+6 damage), Weapon Focus (kukriB), Weapon Specialization (kukriB)
Skills Acrobatics +18 (+26 when jumping), Bluff +7, Climb +21, Sleight of Hand +16 (+17 with light blades), Stealth +23, Swim +21; **Racial Modifiers** +2 Bluff and Stealth
SQ armor training 2, hidden blade +1, prehensile tail, rogue talents (offensive defense +2)
Combat Gear *bandages of rapid recovery* (6), potions (*cure serious wounds* 6); **Other Gear** *+1 wounding kukris* (2), *+4 mithral chainmail*, *amulet of natural armor +1*, *boots of striding and springing*, *cloak of Elvenkind* (doubles as a *cloak of resistance +1*), *gloves of swimming and climbing*, masterwork throwing knives (as darts, 10), *ring of protection +1*, tender (57pp, 9gp)
Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 50 lb. (excluding tender)

SPECIAL ABILITIES

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 2 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 2. In addition, your speed is not reduced for wearing medium or heavy armor.
Blade Sense (Ex) You gain a +1 dodge bonus to AC against attacks made against you with light blades.
Bravery (Ex) You gain a +2 bonus on Will saves against fear effects.
Evasion (Ex) If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. If helpless, you do not gain the benefit of evasion.
Hidden Blade You add ½ your rogue level on Sleight of Hand checks made to conceal a light blade (included above).

Offensive Defense (Ex) When you hit a creature with a melee attack that deals sneak attack damage, you gain a +1 dodge bonus to AC for each sneak attack die rolled for 1 round.

Prehensile Tail You possess a long, flexible tail that can be used to carry items. While you cannot wield weapons with your tail, you can use it to retrieve small, stowed objects carried on your person as a swift action.

Sneak Attack Your attack deals 2d4 extra damage anytime your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. This bonus damage is considered precision damage. Should you score a critical hit with precision 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), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sneak Stab (Ex) When you make a sneak attack with a dagger, kerambit, kukri, punching daggers, starknife, or swordbreaker dagger you use d8s to roll sneak attack damage instead of d6s. For sneak attacks with all other weapons, you use d4s instead of d6s. This ability is identical in all other ways to sneak attack, and supplements that ability.

Weapon Training (Ex) You receive a +1 bonus to attack and damage rolls when using light blades, to any combat maneuver checks made with light blades, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against light blades.