Cyb0-rg
Character Name

Nikagra
Player Name

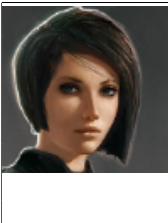| None	Numeria	Chaotic Neutral
Deity	Region	Alignment

Darkvision (60 ft.), Low-Light Vision
VISION

Rogue 7
CLASS

Android / Humanoid
RACE

Medium / 5 ft.	5' 5" / 200 lbs.
SIZE / FACE	HEIGHT / WEIGHT

7 (6)	35000 / 51000	42	Female	Green	Black	
Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	EYES	HAIR	Points

Abilities

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1		
DEX Dexterity	20	+5	22	+6		
CON Constitution	14	+2	14	+2		
INT Intelligence	17	+3	17	+3		
WIS Wisdom	12	+1	12	+1		
CHA Charisma	13	+1	13	+1		

HP hit points: 55

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED: Walk 30 ft.

AC armor class

	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC
	19	19	17	=10	+2	+0	+6	+0	+0	+0	+1	+0	+0	+0	+0	+0

INITIATIVE modifier

TOTAL	DEX MODIFIER	MISC MODIFIER
+6	+6	+0

MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
5	+0						

Encumbrance: Light

Saving Throws

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+2	+2	+0	+0	+0	
REFLEX (dexterity)	+11	+5	+6	+0	+0	+0	
WILL (wisdom)	+3	+2	+1	+0	+0	+0	

Conditional Save Modifiers:
+4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.
+2 Reflex to avoid traps

Attacks

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	=	+5	+1	+0	+0	0	
RANGED attack bonus	+11	=	+5	+6	+0	+0	0	
CMB attack bonus	+6	=	+5	+1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+6	+6	+6	+6	+6	+6
CMD	23	23	23	23	23	23

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11	1d3+1	20/x2	5 ft.

*Masterwork Gauntlet, Spiked

	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+12	1d4+1	2W-P-(OH)	+8	1d4+1
1H-O	+12	1d4	2W-P-(OL)	+10	1d4+1
2H	+12	1d4+1	2W-OH	+10	1d4

*Masterwork Dagger (Cold Iron)

	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	PS	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+13	1d4+6	2W-P-(OH)	+9	1d4+6
1H-O	+13	1d4+5	2W-P-(OL)	+11	1d4+6
2H	+13	1d4+6	2W-OH	+11	1d4+5

	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+13	+11	+9	+7	+5
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6

Special Properties: 30 hp/inch, hardness 10

*Dagger +1 (Icy Burst)

	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+13	1d4+7	2W-P-(OH)	+9	1d4+7
1H-O	+13	1d4+6	2W-P-(OL)	+11	1d4+7
2H	+13	1d4+7	2W-OH	+11	1d4+6

	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+13	+11	+9	+7	+5
Dam	1d4+7	1d4+7	1d4+7	1d4+7	1d4+7

Special Properties: +1d6 cold damage, on a critical hit deals +1d10 additional cold damage

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Neraplast Armor	Light	+2	+8	+0	5

This lightweight, formfitting bodysuit features a variety of pockets, straps, and a built-in interface for automatically adjusting the various colors and patterns on its fabric. Selecting a color or pattern is a full-round action that consumes 1 charge and provokes an attack of opportunity. Capable of cycling through

SKILLS

TOTAL SKILLPOINTS: 77   MAX RANKS: 7/7

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
✓	Acrobatics	DEX	16	=	6	+	7	+	3
✓	Appraise	INT	8	=	3	+	2	+	3
✓	Artistry	INT	3	=	3				
✓	Artistry (Choreography)	INT	3	=	3				
✓	Artistry (Criticism)	INT	3	=	3				
✓	Artistry (Literature, including Poetry)	INT	3	=	3				
✓	Artistry (Musical composition)	INT	3	=	3				
✓	Artistry (Philosophy)	INT	3	=	3				
✓	Artistry (Playwriting)	INT	3	=	3				
✓	Bluff	CHA	7	=	1	+	3	+	3
✓	Climb	STR	10	=	1	+	6	+	3
✓	Craft (Untrained)	INT	3	=	3				
✓	Diplomacy	CHA	6	=	1	+	2	+	3
	Disable Device	DEX	19	=	6	+	7	+	6
✓	Disguise	CHA	5	=	1	+	1	+	3
✓	Escape Artist	DEX	12	=	6	+	3	+	3
✓	Fly	DEX	6	=	6				
✓	Heal	WIS	8	=	1	+	7		
✓	Intimidate	CHA	5	=	1	+	1	+	3
	Knowledge (Arcana)	INT	4	=	3	+	1		
	Knowledge (Dungeoneering)	INT	11	=	3	+	5	+	3
	Knowledge (Engineering)	INT	9	=	3	+	6		
	Knowledge (History)	INT	6	=	3	+	3		
	Knowledge (Local)	INT	11	=	3	+	5	+	3
	Knowledge (Religion)	INT	4	=	3	+	1		
	Linguistics(Dwarven)	INT	7	=	3	+	1	+	3
	Lore (Bandits in a region)	INT	4	=	3	+	1		
	Lore (Dwarven history)	INT	4	=	3	+	1		
	Lore (Magic Symbols)	INT	4	=	3	+	1		
	Lore (Orc history)	INT	4	=	3	+	1		
✓	Perception	WIS	13	=	1	+	7	+	5
✓	Perception (Trapfinding)	WIS	20	=	1	+	7	+	12
	Perform (Untrained)	CHA	1	=	1				
	Profession (Farmer)	WIS	5	=	1	+	1	+	3
	Profession (Midwife)	WIS	5	=	1	+	1	+	3
	Profession (Miner)	WIS	6	=	1	+	2	+	3
✓	Ride	DEX	6	=	6				
✓	Sense Motive	WIS	4	=	1	+	4	+	-1
	Sleight of Hand	DEX	10	=	6	+	1	+	3
✓	Stealth	DEX	16	=	6	+	7	+	3
✓	Survival	WIS	2	=	1	+	1		
✓	Swim	STR	7	=	1	+	3	+	3
	Use Magic Device	CHA	6	=	1	+	2	+	3
				=		+		+	
				=		+		+	

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

Character: **Cyb0-rg**
Player: **Nikagra**

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
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Level:7 (CR:6)
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ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
dozens of hues, the armor can even be used to adopt sophisticated camouflage patterns that grant a +3 competence bonus on Stealth checks. Whenever the wearer enters a terrain of significantly different coloration and background patterns, the armor must be recalibrated to its current area to maintain this bonus.						

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Level:7 (CR:6)
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Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.

Ammunition: Bolts, Crossbow (10)

Range: 30 ft.		To Hit: +11		Damage: 1d8

	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.
TH	+11	+9	+7	+5	+3
Dam	1d8	1d8	1d8	1d8	1d8
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.
TH	+1	-1	-3	-5	-7
Dam	1d8	1d8	1d8	1d8	1d8

EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
Masterwork Gauntlet, Spiked	Equipped	1	1 / 305
Masterwork Dagger (Cold Iron)	Equipped	1	1 / 304
30 hp/inch, hardness 10			
Dagger +1 (Icy Burst)	Equipped	1	1 / 18,302
+1d6 cold damage, on a critical hit deals +-1d10 additional cold damage			
Outfit (Explorer's)	Equipped	1	8 / 0
Neraplast Armor	Equipped	1	5 / 1,200

This lightweight, formfitting bodysuit features a variety of pockets, straps, and a built-in interface for automatically adjusting the various colors and patterns on its fabric. Selecting a color or pattern is a full-round action that consumes 1 charge and provokes an attack of opportunity. Capable of cycling through dozens of hues, the armor can even be used to adopt sophisticated camouflage patterns that grant a +3 competence bonus on Stealth checks. Whenever the wearer enters a terrain of significantly different coloration and background patterns, the armor must be recalibrated to its current area to maintain this bonus.Capacity: 24, Usage: 1 charge

Belt of Incredible Dexterity +2	Equipped	1	1 / 4,000
Rope (Silk/50 ft.)	Equipped	1	5 / 10
4 hp, DC 24 Strength check to burst			
Battery	Equipped	1	1 / 100
Hemochem (Grade I)	Equipped	2	0 (0) / 250 (500)
Nanite Hypogun (Brown/Timeworn)	Equipped	1	1 / 500
2 zuzyte			
Capacity: 10, Usage: 1 charge or 5 charges			
Backpack, Masterwork	Equipped	1	4 / 50
Belt Pouch	Equipped	1	NaN / 1
E-Pick (Green)	Equipped	1	1 / 1,600
Capacity: 10, Usage: 1 charge			
Bolt, Crossbow +1	Equipped	7	NaN (NaN) / 46.1 (322.7)
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Bolts, Crossbow (10)	Crossbow, Light	5	1 (5) / 1 (5)
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Bolts, Crossbow (10)	Crossbow, Light	5	1 (5) / 1 (5)
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Soothe	Carried	4	0 (0) / 200 (800)
▢▢▢			

Contact; Addiction minor; EFFECTS 1 minute; DAMAGE: 1d2 Wisdom Damage; FORTITUDE DC 12; This strange, pink, gel-like substance is generally contained in a small glass jar that holds 1 dose. A single dose of soothe dulls pain and creates a euphoric sensation, particularly when applied to an open wound. Rubbing a dose of soothe onto one's skin or imbibing the faintly citrusflavored stuff cures 1 point of damage, but rubbing a dose onto a wound received in the last minute heals the user of 1d8 points of damage. In addition, for the next minute, the user becomes immune to bleed damage and gains a +2 morale bonus on saving throws against fear effects. As a somewhat unusual and disturbing side effect, wounds healed by soothe tend to form raw, unsightly scars, giving the appearance of the wound still being fresh but disturbingly bloodless. Soothe has a further side effect—the stuff is slightly addictive, and those who use it run the danger of developing a habit. Soothe's side effect of transforming wounds into raw, ugly scar tissue tends to make those who abuse the drug-like pharmaceutical increasingly into hideous monstrosities over time. In fact, some subcultures, like the Smilers of Scrapwall, use this side effect to make themselves appear more ferocious, and openly encourage self-mutilation followed by healing via of this strange substance.

Soothe	Equipped	6	0 (0) / 200 (1,200)
▢▢▢▢▢ ▢			

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Crossbow, Light	Carried	1	4 / 35
5 lbs., 5 Bolts, Crossbow (10)			
Radiation Detector (Timeworn)	Carried	1	3 / 1,000
Capacity: 10, Usage: 1 charge/hour			
Thieves' Tools (Masterwork)	Carried	1	2 / 100
Ksiegowosc kasyna	Carried	50	0 (0) / 0.2 (10)
(Parchment (Sheet))			
Screaming Bolt	Carried	7	NaN (NaN) / 267 (1,869)
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screams when fired, forcing all enemies within 20 feet of the path of the bolt to make a Will save (DC 14) or become shaken.

Concussion grenade	Carried	1	1 / 750
Usage: 1 charge/minute			
Gas Grenade	Carried	5	1 (5) / 0 (0)

A gas grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a grenade launcher. Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a gas grenade detonates, it creates a 20-foot spread of foul-smelling toxic gas. All creatures in this area of effect must succeed at a DC 14 Fortitude save or become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. The gas created lingers in the area for 5 rounds, and any creature that succeeds at its initial save but remains in the cloud must continue to save each round

TOTAL WEIGHT CARRIED/VALUE		50,9 lbs.	32,968.7gp

EQUIPMENT

ITEM	LOCATION	QTY	WT / COST

on its turn. The gas is not thick enough to obscure vision, and is a poison effect. The vapors can be dispersed in 1 round by moderate or stronger wind.Usage: disposable

TOTAL WEIGHT CARRIED/VALUE		50,9 lbs.	32,968.7gp

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY

3 x Violet Garnet (500) [Carried]

Total= 1,500 gp [Unspent Funds = 45,074.07 gp]

MAGIC

Languages

Androffan, Common, Dwarven, Elven, Hallit, Orc

Other Companions

Traits

Blood Algorithm (Granted) [Areinu - My Pathfinder Campaign, pg.19]

Your inhumanity extends to your very core. Pain receptors were omitted during your construction, so you gain a +2 trait bonus on saving throws against spells with the pain descriptor (Pathfinder RPG Ultimate Magic 138). Additionally, once per day when you are healed by a spell that targets constructs (such as a make whole spell), you heal 1 extra hit point per level of the spell. (people of river)

Nanite Revival (Granted) [Paizo Inc. - People of the Stars, p.7]

You can instinctively activate your nanites to save your life. Once per day as an immediate action, you can command your nanites to stabilize you while you are dying, even while unconscious or helpless. This does not count as a use of your nanite surge ability.

Numerian Archaeologist (Granted) [Paizo Publishing - Iron Gods Player's Guide, p.9]

Numeria is a land ripe for archaeological exploration, since so many of the strange technological dungeons have been either avoided by the superstitious barbarian tribes or have been locked down by the Technic League, leaving many of them untouched and ripe for exploration. You've studied the strange language associated with these eerie technological ruins, and are eager to start exploring them-you suspect that Torch's namesake is in fact part of a larger buried ruin, and you hope to enter these ruins and learn their original purpose by exploring the caves below town. You gain Androffan as an additional language. In addition, you possess a knack for technological items; when you use a timeworn technological item, roll twice when determining any glitches the item might cause and choose which result to use as your actual result. Talk to your GM for more information about resolving glitches.

Special Attacks

Offensive Defense (Ex) [Paizo Inc. - Advanced Player's Guide, p.131]

When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Sneak Attack (Ex) [Paizo Inc. - Core Rulebook, p.68]

If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you 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, 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.

Special Qualities

+2 Dexterity, +2 Intelligence, -2 Charisma [Paizo Publishing - Inner Sea Bestiary, p.6]

Androids have swift reflexes and are very intelligent, but have difficulty relating to others.

Blood Algorithm [Areinu - My Pathfinder Campaign, pg.19]

Your inhumanity extends to your very core. Pain receptors were omitted during your construction, so you gain a +2 trait bonus on saving throws against spells with the pain descriptor (Pathfinder RPG Ultimate Magic 138). Additionally, once per day when you are healed by a spell that targets constructs (such as a make whole spell), you heal 1 extra hit point per level of the spell. (people of river)

Canny Observer (Ex) [Paizo Inc. - Advanced Player's Guide, p.130]

When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Constructed [Paizo Publishing - Inner Sea Bestiary, p.6]

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Level:7 (CR:6)
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For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

Danger Sense (Ex) [Paizo Inc. - Pathfinder Unchained]

You gain a +2 bonus on Reflex saves to avoid traps and a +2 dodge bonus to AC against attacks by traps. In addition, you gain a +2 bonus on Perception checks to avoid being surprised by a foe. This ability counts as trap sense for any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if you have trap sense from another class).

Darkvision (Ex) [Paizo Inc. - Bestiary]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Debilitating Injury (Ex) [Paizo Inc. - Pathfinder Unchained]

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability). The rogue can choose to apply any one of the following penalties when the damage is dealt.

Bewildered: The target becomes bewildered, taking a -2 penalty to AC. The target takes an additional -2 penalty to AC against all attacks made by the rogue. At 10th level and 16th level, the penalty to AC against attacks made by the rogue increases by -2 (to a total maximum of -8).

Disoriented: The target takes a -2 penalty on attack rolls. In addition, the target takes an additional -2 penalty on all attack rolls it makes against the rogue. At 10th level and 16th level, the penalty on attack rolls made against the rogue increases by -2 (to a total maximum of -8).

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Emotionless [Paizo Publishing - Inner Sea Bestiary, p.6]

Androids have problems processing emotions properly, and thus take a -4 penalty on Sense Motive checks.

Evasion (Ex) [Paizo Inc. - Core Rulebook]

You can avoid damage from many area-effect attacks. 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 only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Exceptional Senses [Paizo Publishing - Inner Sea Bestiary, p.6]

Androids have darkvision to a range of 60 feet and low-light vision. They also gain a +2 racial bonus on Perception checks.

Finesse Training (Ex) [Paizo Inc. - Pathfinder Unchained, p.20]

At 1st level, a rogue gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The rogue can select a second weapon at 11th level and a third at 19th level.

Languages [Paizo Publishing - Inner Sea Bestiary, p.6]

Androids begin play speaking Common. Androids with high Intelligence can choose any languages they want (except secret languages, such as Druidic).

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Nanite Revival [Paizo Inc. - People of the Stars, p.7]

You can instinctively activate your nanites to save your life. Once per day as an immediate action, you can command your nanites to stabilize you while you are dying, even while unconscious or helpless. This does not count as a use of your nanite surge ability.

Nanite Surge 1/day [Paizo Publishing - Inner Sea Bestiary, p.6]

An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.

Rogue's Edge (Ex) [Paizo Inc. - Pathfinder Unchained]

You have mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. You gain the skill unlock powers as appropriate for the number of ranks you have.

Skill unlock acrobatics 5 Ranks [Paizo Inc. - Pathfinder Unchained]

You can move at normal speed through a threatened square without provoking an attack of opportunity by increasing the DC of the check by 5 (instead of by 10). You aren't denied your Dexterity bonus when attempting Acrobatics checks with DCs of 20 or lower.

Slow Reactions (Ex) [Paizo Inc. - Core Rulebook, p.68]

Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.

Trapfinding (Ex) [Paizo Inc. - Pathfinder Unchained, p.20]

You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Uncanny Dodge (Ex) [Paizo Inc. - Core Rulebook]

You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Choice (Dagger) (Ex) [Paizo Inc. - Pathfinder Unchained]

Dexterity to Damage with Dagger

+1 Trait (Trait ~ Blood Algorithm, Trait ~ Nanite Revival, Trait ~ Numerian Archaeologist) [Paizo Inc. - Advanced Player's Guide]

GM awarded PC with +1 Trait.

Feats

Dodge [Paizo Inc. - Core Rulebook, p.122]

Your training and reflexes allow you to react swiftly to avoid an opponent's attack.

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.

Extra Rogue Talent (2x) [Paizo Inc. - Advanced Player's Guide, p.160]

Through constant practice, you have learned how to perform a special trick.

You gain one additional rogue talent. You must meet all of the prerequisites for this rogue talent. Special - You can gain Extra Rogue Talent multiple times.

Technologist [Paizo Inc. - Technology Guide, p.7]

You are familiar with the basic mechanics of technology.

You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit of Technologist. Normal: You treat all skill checks made against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.

Two-Weapon Fighting [Paizo Inc. - Core Rulebook, p.136]

You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Focus (Dagger) [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Finesse [Paizo Inc. - Core Rulebook, p.136]

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

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.

Proficiencies

Character: Cyb0-rg
Player: Nikagra

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
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Level:7 (CR:6)
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Cyb0-rg

Android
RACE

42
AGE

Female
GENDER

Darkvision (60 ft.), Low-Light Vision
VISION

Chaotic Neutral
ALIGNMENT

Ambidextrous
DOMINANT HAND

5' 5"
HEIGHT

200 lbs.
WEIGHT

Green
EYE COLOUR

SKIN COLOUR

Black,
HAIR / HAIR STYLE

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Numeria
REGION

None
DEITY

Humanoid
Race Type

Race Sub Type

Description:
Biography:

Character: **Cyb0-rg**
Player: **Nikagra**

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