

## Cyb0-rg

Character Name

## Nikagra

Player Name

None

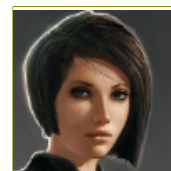
Deity

Numeria

Region

Chaotic Neutral

Alignment



## Rogue 9

CLASS

9 (8)

Character Level (CR)

75000 / 105000

EXP/NEXT LEVEL

Android / Humanoid

RACE

42

AGE

Female

GENDER

Medium / 5 ft.

SIZE / FACE

Green

EYES

5' 5" / 200 lbs.

HEIGHT / WEIGHT

Black

HAIR

Darkvision (60

ft.), Low-Light

Vision

VISION

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	67	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED												
STR	13	+1	13	+1			hit points					Walk 40 ft.												
DEX	20	+5	22	+6			armor class	22	22	17	10	5	0	6	0	0	0	0	0	0	0	0	0	0
CON	14	+2	14	+2																				
INT	17	+3	17	+3																				
WIS	12	+1	12	+1																				
CHA	14	+2	14	+2																				
SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP																	
FORTITUDE	+5	+3	+2	+0	+0	+0																		
REFLEX	+12	+6	+6	+0	+0	+0																		
WILL	+4	+3	+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.

+3 Reflex to avoid traps

## Conditional Combat Modifiers:

+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.

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+7/+2	+6/+1	+1	+0	+0	0	
RANGED	+12/+7	+6/+1	+6	+0	+0	0	
attack bonus							
CMB	+7/+2	+6/+1	+1	+0			
attack bonus							
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN	
	+7/+2	+7/+2	+7/+2	+7/+2	+7	+7	
CMD	24	24	24	24	24	24	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+12/+7	1d3+1	20/x2	5 ft.

*Dagger +1 (Adamantine/Bane (Constructs))	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+14/+9	1d4+7	2W-P-(OH)	+10/+5	1d4+7
1H-O	+14/+9	1d4+6	2W-P-(OL)	+12/+7	1d4+7
2H	+14/+9	1d4+7	2W-OH	+12	1d4+6
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+14/+9	+12/+7	+10/+5	+8/+3	+6/+1
Dam	1d4+7	1d4+7	1d4+7	1d4+7	1d4+7

Special Properties: Ignore hardness less than 20, +2 enhancement bonus and does +2d6 bonus damage against Constructs

*Dagger +1 (Icy Burst)	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+14	1d4+7	2W-P-(OH)	+10	1d4+7
1H-O	+14	1d4+6	2W-P-(OL)	+12	1d4+7
2H	+14	1d4+7	2W-OH	+12	1d4+6
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+14/+9	+12/+7	+10/+5	+8/+3	+6/+1
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

TOTAL SKILLPOINTS: 99	SKILLS	MAX RANKS: 9/9			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	20	=	6	+ 9 + 5
✓ Acrobatics (Jump)	DEX	29	=	6	+ 9 + 14
✓ 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	=	2	+ 2 + 3
✓ Climb	STR	13	=	1	+ 9 + 3
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	7	=	2	+ 2 + 3
✓ Disable Device	DEX	24	=	6	+ 9 + 9
✓ Disguise	CHA	6	=	2	+ 1 + 3
✓ Escape Artist	DEX	12	=	6	+ 3 + 3
✓ Fly	DEX	6	=	6	
✓ Heal	WIS	10	=	1	+ 9
✓ Intimidate	CHA	6	=	2	+ 1 + 3
Knowledge (Arcana)	INT	4	=	3	+ 1
Knowledge (Dungeoneering)	INT	14	=	3	+ 8 + 3
Knowledge (Engineering)	INT	12	=	3	+ 9
Knowledge (Geography)	INT	4	=	3	+ 1
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 (android anatomy)	INT	5	=	3	+ 2
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	15	=	1	+ 9 + 5
✓ Perception (Trapfinding)	WIS	23	=	1	+ 9 + 13
✓ Perform (Untrained)	CHA	2	=	2	
✓ Profession (Farmer)	WIS	5	=	1	+ 1 + 3
✓ Profession (Midwife)	WIS	5	=	1	+ 1 + 3
✓ Profession (Miner)	WIS	7	=	1	+ 3 + 3
✓ Ride	DEX	6	=	6	
✓ Sense Motive	WIS	3	=	1	+ 3 + -1
✓ Sleight of Hand	DEX	10	=	6	+ 1 + 3
✓ Stealth	DEX	18	=	6	+ 9 + 3
✓ Survival	WIS	2	=	1	+ 1
✓ Swim	STR	6	=	1	+ 2 + 3
Use Magic Device	CHA	14	=	2	+ 9 + 3
			=	+	+
			=	+	+

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

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Ammunition: Bolts, Crossbow (10)						
Range: 30 ft.		To Hit: +12/+7		Damage: 1d8		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+12/+7	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d8	1d8	1d8	1d8	1d8	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	+2/-3	+0/-5	-2/-7	-4/-9	-6/-11	
Dam	1d8	1d8	1d8	1d8	1d8	

\*: 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		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt +1 ( Skill Bonus		Light	+5	+6	+0	10
(Competence) (Acrobatics +2)/Mithral)						
30 hp/inch, hardness 15, Competence bonus to selected skill of Acrobatics +2						

Masterwork Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+14/+9	1d4+6	2W-P-(OH)	+10/+5		1d4+6
1H-O	+14/+9	1d4+5	2W-P-(OL)	+12/+7		1d4+6
2H	+14/+9	1d4+6	2W-OH	+12		1d4+5
10 ft.		20 ft.	30 ft.	40 ft.	50 ft.	
TH	+14/+9	+12/+7	+10/+5	+8/+3	+6/+1	
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6	

Masterwork Dagger (Cold Iron)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+14/+9	1d4+6	2W-P-(OH)	+10/+5		1d4+6
1H-O	+14/+9	1d4+5	2W-P-(OL)	+12/+7		1d4+6
2H	+14/+9	1d4+6	2W-OH	+12		1d4+5
10 ft.		20 ft.	30 ft.	40 ft.	50 ft.	
TH	+14/+9	+12/+7	+10/+5	+8/+3	+6/+1	
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6	

Special Properties: 30 hp/inch, hardness 10

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Dagger +1 (Adamantine/Bane (Constructs))	Equipped	1	1 / 11,002	
ignore hardness less than 20, +2 enhancement bonus and does +2d6 bonus damage against Constructs				
Dagger +1 (Icy Burst)	Equipped	1	1 / 18,302	
+1d6 cold damage, on a critical hit deals +1d10 additional cold damage				
Belt of Incredible Dexterity +2	Equipped	1	1 / 4,000	
Outfit (Explorer's)	Equipped	1	8 / 0	
Chain Shirt +1 ( Skill Bonus (Competence) (Acrobatics +2)/ Mithral)	Equipped	1	NaN / 2,500	
30 hp/inch, hardness 15, Competence bonus to selected skill of Acrobatics[+2				
Hearth Mantle	Equipped	1	2 / 3,600	
The inside of this long, thick shawl is cool muslin, while the outside is decorated with a flame-like rune. Hearth mantles are favored by the faithful of Erastil, particularly those among his worshipers who rely upon the hunt for their livelihood. With a hearth mantle, one never has to worry about building a campfire in the wild. A hearth mantle's wearer gains a +2 competence bonus on saving throws against fire-based effects. the mantle itself is immune to fire damage. Once per day, the wearer can cause the leather exterior of the mantle to smolder for 1 minute. While smoldering, the hearth mantle sheds light as a torch. If the user takes a full-round action to carefully spread a hearth mantle on the ground with its exterior facing up, a campfire ignites on the mantle's fire rune. This campfire burns for 8 hours and requires no fuel. Any creature that sleeps within 20 feet of the mantle for the full duration of the campfire recovers a number of hit points equal to twice its character level, as if it had undergone complete bed rest for a full 24 hours. The campfire is automatically extinguished if the hearth mantle is picked up, but can also be extinguished through normal means.				
Boots of Striding And Springing	Equipped	1	1 / 5,500	
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)	
Bolts, Crossbow (10)	Crossbow, Light	5	1 (5) / 1 (5)	
Bolts, Crossbow (10)				
Bolts, Crossbow (10)	Equipped	5	1 (5) / 1 (5)	
Bolts, Crossbow (10)				
Ring, Poison Pill	Equipped	1	0 / 20	
Wand (Vanish/Sorcerer/3rd)	Equipped	1	0 / 2,250	
Restorative Ointment	Equipped	2	NaN (NaN) / 4,000 (8,000)	
Each dose neutralizes poison, cures disease, or 1d8+5 Hp.				
Restorative Ointment	Plotka 4	1	NaN / 4,000	
Each dose neutralizes poison, cures disease, or 1d8+5 Hp.				
Thieves' Tools (Masterwork)	Equipped	1	2 / 100	
Bolt, Crossbow	Equipped	1	NaN / 0.1	
Screaming Bolt	Carried	7	NaN (NaN) / 267 (1,869)	
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.				
Screaming Bolt	Equipped	5	NaN (NaN) / 267 (1,335)	
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.				
Bolt, Crossbow +2 (Bane (Humanoids (Human)))	Equipped	10	NaN (NaN) / 366.1 (3,661)	
+2 enhancement bonus and does +2d6 bonus damage against Humanoids (Human)				
Bolt, Crossbow (Cold Iron)	Equipped	10	NaN (NaN) / 0.2 (2)	
TOTAL WEIGHT CARRIED/VALUE		58 lbs.	70,771.8gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Bolt, Crossbow (Cold Iron)	Plotka 4	30	NaN (NaN) / 0.2 (6)
Perfume/Cologne	Equipped	1	0 / 40
Perfume or cologne may (at the GM's discretion) provide a +1 circumstance bonus on several Charisma-based skill checks.			
Crossbow, Light	Carried	1	4 / 35
5 lbs., 5 Bolts, Crossbow (10)			
Ksiegowosc kasyna	Carried	50	0 (0) / 0.2 (10)
(Parchment (Sheet))			
Concussion grenade	Carried	1	1 / 750
Usage: 1 charge/minute			
Gas Grenade	Carried	1	1 / 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 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			
To sell	Carried	1	0 / 0
(Backpack)			
Masterwork Dagger	Carried	1	1 / 302
Masterwork Dagger (Cold Iron)	Carried	1	1 / 304
30 hp/inch, hardness 10			
Plotka 4		1	1,000 / 200
(Horse (Heavy))50.5 lbs., 47 Silverdisk, 1 Restorative Ointment, 30 Bolt, Crossbow (Cold Iron)			
TOTAL WEIGHT CARRIED/VALUE		58 lbs.	70,771.8gp
WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875
MONEY			
Silverdisk: 47[Plotka 4]			
Total= 470 gp [Unspent Funds = 15,282 gp]			
MAGIC			
Languages			
Androffan, Common, Dwarven, Elven, Hallit, Orc			
Other Companions			

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 5d6 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	
<b>+2 Dexterity, +2 Intelligence, -2 Charisma</b>	[Paizo Publishing - Inner Sea Bestiary, p.6]
Androids have swift reflexes and are very intelligent, but have difficulty relating to others.	
<b>Blood Algorithm</b>	[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)	
<b>Canny Observer (Ex)</b>	[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.	
<b>Constructed</b>	[Paizo Publishing - Inner Sea Bestiary, p.6]
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.	
<b>Danger Sense (Ex)</b>	[Paizo Inc. - Pathfinder Unchained]
You gain a +3 bonus on Reflex saves to avoid traps and a +3 dodge bonus to AC against attacks by traps. In addition, you gain a +3 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).	
<b>Darkvision (Ex)</b>	[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.	
<b>Debilitating Injury (Ex)</b>	[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.	
<b>Emotionless</b>	[Paizo Publishing - Inner Sea Bestiary, p.6]
Androids have problems processing emotions properly, and thus take a -4 penalty on Sense Motive checks.	
<b>Evasion (Ex)</b>	[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.	
<b>Exceptional Senses</b>	[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.	
<b>Finesse Training (Ex)</b>	[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.

<b>Improved Uncanny Dodge (Ex)</b>	[Paizo Inc. - Core Rulebook]
You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 13.	
<b>Languages</b>	[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).	
<b>Low-Light Vision (Ex)</b>	[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.	
<b>Nanite Revival</b>	[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.	
<b>Nanite Surge 1/day</b>	[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.	
<b>Rogue's Edge (Ex)</b>	[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.	
<b>Skill unlock acrobatics 5 Ranks</b>	[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.	
<b>Slow Reactions (Ex)</b>	[Paizo Inc. - Core Rulebook, p.68]
Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.	
<b>Slow Reactions* (Ex)</b>	[Paizo Inc. - Pathfinder Unchained, p.22]
Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.	
<b>Trapfinding (Ex)</b>	[Paizo Inc. - Pathfinder Unchained, p.20]
You add +4 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.	
<b>Uncanny Dodge (Ex)</b>	[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.	
<b>Weapon Choice (Dagger) (Ex)</b>	[Paizo Inc. - Pathfinder Unchained]
Dexterity to Damage with Dagger	
<b>+1 Trait (Trait ~ Blood Algorithm, Trait ~ Nanite Revival, Trait ~ Numerian Archaeologist)</b>	[Paizo Inc. - Advanced Player's Guide]
GM awarded PC with +1 Trait.	

Feats	
<b>Dodge</b>	[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.	
<b>Extra Rogue Talent (2x)</b>	[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.	
<b>Mobility</b>	[Paizo Inc. - Core Rulebook, p.130]

You can easily move through a dangerous melee.	
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.	
<b>Technologist</b>	<b>[Paizo Inc. - Technology Guide, p.7]</b>
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.	
<b>Two-Weapon Fighting</b>	<b>[Paizo Inc. - Core Rulebook, p.136]</b>
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.	
<b>Weapon Focus (Dagger)</b>	<b>[Paizo Inc. - Core Rulebook, p.136]</b>
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Weapon Finesse</b>	<b>[Paizo Inc. - Core Rulebook, p.136]</b>
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



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:

