

Cyb0-rg

Character Name

Nikagra

Player Name

None

Deity

Numeria

Region

Chaotic Neutral

Alignment

Rogue 10

CLASS

Android / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

5' 5" / 200 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.), Low-Light Vision

VISION

10 (9)

Character Level (CR)

135000 / 155000

EXP/NEXT LEVEL

42

AGE

Female

GENDER

Green

EYES

Black

HAIR

Points



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

14

+2

14

+2

HP

hit points

72

AC

armor class

22

22

17

10

5

0

6

0

0

0

0

1

0

0

0

0

0

0

0

INITIATIVE

modifier

+6

+6

+0

Encumbrance

Light

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+5

+3

+2

+0

+0

+0

REFLEX

(dexterity)

+13

+7

+6

+0

+0

+0

WILL

(wisdom)

+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

attack bonus

TOTAL

+8/+3

BASE ATTACK BONUS

+7/+2

STAT

+1

SIZE

+0

MISC

+0

EPIC

0

TEMP

RANGED

attack bonus

TOTAL

+13/+8

BASE ATTACK BONUS

+7/+2

STAT

+6

SIZE

+0

MISC

+0

EPIC

0

TEMP

CMB

attack bonus

TOTAL

+8/+3

BASE ATTACK BONUS

+7/+2

STAT

+1

SIZE

+0

MISC

EPIC

TEMP

CMB

GRAPPLE

+8/+3

TRIP

+8/+3

DISARM

+8/+3

SUNDER

+8/+3

BULL RUSH

+8

OVERRRUN

+8

CMD

25

25

25

25

25

25

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+13/+8	1d3+1	20/x2	5 ft.

*Dagger +1 (Adamantine/Bane (Constructs))	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+15/+10		1d4+7			
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2
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.
TOTAL ATTACK BONUS		DAMAGE			
+15		1d4+7			
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2
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

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
Ammunition: Bolts, Crossbow (10)					
Range: 30 ft.		To Hit: +13/+8			
		Damage: 1d8			
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.
TH	+13/+8	+11/+6	+9/+4	+7/+2	+5/+0
Dam	1d8	1d8	1d8	1d8	1d8
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.
TH	+3/-2	+1/-4	-1/-6	-3/-8	-5/-10
Dam	1d8	1d8	1d8	1d8	1d8

\*: weapon is equipped

TOTAL SKILLPOINTS: 110

SKILLS

MAX RANKS: 10/10

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	21	=	6	+ 10 + 5
✓ Acrobatics (Jump)	DEX	30	=	6	+ 10 + 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	14	=	1	+ 10 + 3
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	7	=	2	+ 2 + 3
✓ Disable Device	DEX	31	=	6	+ 10 + 15
✓ Disguise	CHA	6	=	2	+ 1 + 3
✓ Escape Artist	DEX	12	=	6	+ 3 + 3
✓ Fly	DEX	6	=	6	
✓ Heal	WIS	11	=	1	+ 10
✓ Intimidate	CHA	6	=	2	+ 1 + 3
Knowledge (Arcana)	INT	4	=	3	+ 1
Knowledge (Dungeoneering)	INT	16	=	3	+ 10 + 3
Knowledge (Engineering)	INT	13	=	3	+ 10
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	16	=	1	+ 10 + 5
✓ Perception (Trapfinding)	WIS	25	=	1	+ 10 + 14
✓ Perform (Untrained)	CHA	2	=	2	
Profession (Farmer)	WIS	5	=	1	+ 1 + 3
Profession (Midwife)	WIS	5	=	1	+ 1 + 3
Profession (Miner)	WIS	9	=	1	+ 5 + 3
✓ Ride	DEX	6	=	6	
✓ Sense Motive	WIS	4	=	1	+ 4 + -1
Sleight of Hand	DEX	10	=	6	+ 1 + 3
✓ Stealth	DEX	19	=	6	+ 10 + 3
✓ Survival	WIS	2	=	1	+ 1
✓ Swim	STR	6	=	1	+ 2 + 3
Use Magic Device	CHA	15	=	2	+ 10 + 3
			=	+	+
			=	+	+

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

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 (Competence) (Acrobatics +2)/Mithral)	Light	+5	+6	+0	10
30 hp/inch, hardness 15, Competence bonus to selected skill of Acrobatics +2					
Scatterlight Suit (Blue)	Light	+1	+8	-1	5
Activating a scatterlight suit i s a standard action; once activated, the suit diffuses and blurs light reflected from its surface, making the wearer appear hazy and indistinct. While active, a scatterlight suit increases the wearer's touch AC by a variable amount-this bonus is an armor bonus, but does not increase the wearer's normal or flatfooted AC beyond the scatterlight suit's baseline armor bonus of +1. This bonus to touch AC only applies to attacks made by beam weapons and rays-it does not provide additional protection to other touch attacks., Touch AC Bonus +7					

Masterwork Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+15/+10		1d4+6				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2	
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.
TOTAL ATTACK BONUS			DAMAGE				
+15/+10			1d4+6				
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2		
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6		
Special Properties: 30 hp/inch, hardness 10							

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Goggles of Minute Seeing	Equipped	1	0 / 2,500	
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				
Decoy Ring	Equipped	1	0 / 12,000	
Outfit (Explorer's)	Equipped	1	8 / 0	
Belt of Incredible Dexterity +2	Equipped	1	1 / 4,000	
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)	
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)	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>				
Bolts, Crossbow (10)	Equipped	5	1 (5) / 1 (5)	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>				
Ring, Poison Pill	Equipped	1	0 / 20	
Wand (Vanish/Sorcerer/3rd)	Equipped	1	0 / 2,250	
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Thieves' Tools (Masterwork)	Equipped	1	2 / 100	
Bolt, Crossbow +2 (Bane (Humanoids (Human)))	Equipped	10	NaN (NaN) / 366.1 (3,661)	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>				
+2 enhancement bonus and does +2d6 bonus damage against Humanoids (Human)				
Wand of Cure Light Wounds	Equipped	1	NaN / 750	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>				
When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.				
Commset (Timeworn)	Equipped	1	2 / 3,000	
Capacity: 10, Usage: 1 charge/hour				
Wand (Infernal Healing/Sorcerer/1st)	Equipped	2	0 (0) / 750 (1,500)	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>				
Crossbow, Light	Carried	1	4 / 35	
5 lbs., 5 Bolts, Crossbow (10)				
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				
TOTAL WEIGHT CARRIED/VALUE		47,76 lbs.	78,359.7gp	

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			
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))5 lbs., 1 Scatterlight Suit (Blue)			
Scatterlight Suit (Blue)	Plotka 4	1	5 / 3,600
Activating a scatterlight suit i s a standard action; once activated, the suit diffuses and blurs light reflected from its surface, making the wearer appear hazy and indistinct. While active, a scatterlight suit increases the wearer's touch AC by a variable amount-this bonus is an armor bonus, but does not increase the wearer's normal or flatfooted AC beyond the scatterlight suit's baseline armor bonus of +1. This bonus to touch AC only applies to attacks made by beam weapons and rays-it does not provide additional protection to other touch attacks., Touch AC Bonus +7Capacity: 24, Usage: 1 charge/hour			
TOTAL WEIGHT CARRIED/VALUE		47,76 lbs.	78,359.7gp

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

MONEY
Total= 0 gp [Unspent Funds = 669.5 gp]

MAGIC
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Languages
Androffan, Common, Dwarven, Elven, Hallit, Orc

Other Companions
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Traits
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Blood Algorithm (Granted)	[Areinu - My Pathfinder Campaign, pg.19]
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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]
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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]
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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
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Offensive Defense (Ex)	[Paizo Inc. - Advanced Player's Guide, p.131]
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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.

Opportunist (Ex)	[Paizo Inc. - Pathfinder Unchained, p.24]
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Once per round, you can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even if you have the Combat Reflexes feat, you can't use the Opportunist ability more than once per round.

Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]
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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
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+2 Dexterity, +2 Intelligence, -2 Charisma	[Paizo Inc. - People of the Stars, p.6]
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Androids have swift reflexes and are very intelligent, but have difficulty relating to others.	
<b>Blood Algorithm</b>	<b>[Areinu - My Pathfinder Campaign, pg.19]</b>
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>	<b>[Paizo Inc. - Advanced Player's Guide, p.130]</b>
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>	<b>[Paizo Inc. - People of the Stars, p.6]</b>
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>	<b>[Paizo Inc. - Pathfinder Unchained]</b>
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>	<b>[Paizo Inc. - Bestiary]</b>
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>	<b>[Paizo Inc. - Pathfinder Unchained]</b>
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>	<b>[Paizo Inc. - People of the Stars, p.6]</b>
Androids have problems processing emotions properly, and thus take a -4 penalty on Sense Motive checks.	
<b>Evasion (Ex)</b>	<b>[Paizo Inc. - Core Rulebook]</b>
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>	<b>[Paizo Inc. - People of the Stars, p.6]</b>
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>	<b>[Paizo Inc. - Pathfinder Unchained, p.20]</b>
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>	<b>[Paizo Inc. - Core Rulebook]</b>
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 14.	

<b>Languages</b>	<b>[Paizo Inc. - People of the Stars, p.6]</b>
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>	<b>[Paizo Inc. - Bestiary]</b>
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>	<b>[Paizo Inc. - People of the Stars, p.7]</b>
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>	<b>[Paizo Inc. - People of the Stars, p.6]</b>
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>	<b>[Paizo Inc. - Pathfinder Unchained]</b>
You have mastered 2 skills beyond those 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>	<b>[Paizo Inc. - Pathfinder Unchained]</b>
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>Skill unlock acrobatics 10 Ranks</b>	<b>[Paizo Inc. - Pathfinder Unchained]</b>
You can attempt an Acrobatics check at a -10 penalty and use the result as your CMD against trip maneuvers. You can also attempt an Acrobatics check at a -10 penalty in place of a Reflex save to avoid falling. You must choose to use this ability before the trip attempt or Reflex save is rolled. With a successful DC 20 Acrobatics check, you treat an unintentional fall as 10 feet shorter plus 10 feet for every 10 by which you exceed the DC, and treat an intentional fall as 10 feet shorter for every 10 by which you exceed the DC.	
<b>Skill unlock disable device 5 Ranks</b>	<b>[Paizo Inc. - Pathfinder Unchained]</b>
Reduce the time required to disarm a trap or open a lock by taking a -5 penalty on your Disable Device check for each step by which you reduce the time required: 2d4 rounds, 1d4 rounds, 1 round, a standard action, a move action, a swift action.	
<b>Skill unlock disable device 10 Ranks</b>	<b>[Paizo Inc. - Pathfinder Unchained]</b>
You can disarm magical traps at a -10 penalty even if you lack the trapfinding ability. If you possess the trapfinding ability, when attempting to disable magic traps, you never trigger them, even if you perform the trigger action (such as looking at a symbol). If you fail the check, you can still trigger the trap, and you can't use this ability to bypass it.	
<b>Slow Reactions (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.68]</b>
Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.	
<b>Slow Reactions* (Ex)</b>	<b>[Paizo Inc. - Pathfinder Unchained, p.22]</b>
Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.	
<b>Trapfinding (Ex)</b>	<b>[Paizo Inc. - Pathfinder Unchained, p.20]</b>
You add +5 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>	<b>[Paizo Inc. - Core Rulebook]</b>
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>	<b>[Paizo Inc. - Pathfinder Unchained]</b>
Dexterity to Damage with Dagger	
<b>+1 Trait (Trait ~ Blood Algorithm, Trait ~ Nanite Revival, Trait ~ Numerian Archaeologist)</b>	<b>[Paizo Inc. - Advanced Player's Guide]</b>
GM awarded PC with +1 Trait.	

	<b>Feats</b>
<b>Dodge</b>	<b>[Paizo Inc. - Core Rulebook, p.122]</b>
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>	<b>[Paizo Inc. - Advanced Player's Guide, p.160]</b>
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>	<b>[Paizo Inc. - Core Rulebook, p.130]</b>
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:

