

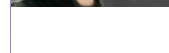
Character Name

Player Name

Deity

Region

Alignment



Vision

VISION

Black

HAIR

SPEED

WIS Wisdom	12	+1	12	+1			Encumbrance	Light	<div> <div>Failure</div> <div>PENALTY</div> </div> TOTAL SKILLPOINTS: 88	SKILLS <div>MAX RANKS: 8</div>				
CHA Charisma	14	+2	14	+2					<div> <div>SKILL NAME</div> <div>KEY ABILITY</div> <div>SKILL MODIFIER</div> <div>ABILITY MODIFIER</div> <div>RANKS</div> <div>MISC MODIFIER</div> </div>					
									<div> <div>✓</div> <div>Acrobatics</div> <div>DEX</div> <div>19</div> <div>=</div> <div>6</div> <div>+</div> <div>8</div> <div>+</div> <div>5</div> </div>					

<p>Conditional Save Modifiers:</p> <p>+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.</p> <p>+2 Reflex to avoid traps</p>	✓ Artistry (Philosophy)	INT	3	=	3
	✓ Artistry (Playwriting)	INT	3	=	3
	✓ Bluff	CHA	7	=	2 + 2 + 3
	✓ Climb	STR	12	=	1 + 8 + 3
	✓ Craft (Untrained)	INT	3	=	3
	✓ Diplomacy	CHA	7	=	2 + 2 + 3
	Disable Device	DEX	21	=	6 + 8 + 7

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									
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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: +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	

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.

TOTAL SKILLPOINTS: 88		SKILLS		MAX RANKS: 8		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	19	= 6	+ 8	+ 5
✓	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	12	= 1	+ 8	+ 3
✓	Craft (Untrained)	INT	3	= 3		
✓	Diplomacy	CHA	7	= 2	+ 2	+ 3
✓	Disable Device	DEX	21	= 6	+ 8	+ 7
✓	Disguise	CHA	6	= 2	+ 1	+ 3
✓	Escape Artist	DEX	12	= 6	+ 3	+ 3
✓	Fly	DEX	6	= 6		
✓	Heal	WIS	9	= 1	+ 8	
✓	Intimidate	CHA	6	= 2	+ 1	+ 3
	Knowledge (Arcana)	INT	4	= 3	+ 1	
	Knowledge (Dungeoneering)	INT	11	= 3	+ 5	+ 3
	Knowledge (Engineering)	INT	11	= 3	+ 8	
	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	4	= 3	+ 1	
	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	14	= 1	+ 8	+ 5
✓	Perception (Trapfinding)	WIS	22	= 1	+ 8	+ 13
✓	Perform (Untrained)	CHA	2	= 2		
	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	3	= 1	+ 3	+ -1
	Sleight of Hand	DEX	10	= 6	+ 1	+ 3
✓	Stealth	DEX	17	= 6	+ 8	+ 3
✓	Survival	WIS	2	= 1	+ 1	
✓	Swim	STR	6	= 1	+ 2	+ 3
	Use Magic Device	CHA	13	= 2	+ 8	+ 3
				= +		+
				= +		+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

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

Masterwork Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	5 ft.
			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			
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			
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)	Equipped	5	1 (5) / 1 (5)
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Ring, Poison Pill	Equipped	1	0 / 20
Wand (Infernal Healing/Sorcerer/1st)	Equipped	1	0 / 750
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Wand (Vanish/Sorcerer/3rd)	Equipped	1	0 / 2,250
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Hearth Mantle	Equipped	1	2 / 0
(Unidentified Magic Item 2 lbs)			
Crossbow, Light	Carried	1	4 / 35
5 lbs., 5 Bolts, Crossbow (10)			
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	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	2	1 (2) / 302 (604)
Masterwork Dagger (Cold Iron)	Carried	1	1 / 304
30 hp/inch, hardness 10			
TOTAL WEIGHT CARRIED/VALUE		54.4 lbs.	45,479.7gp

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 = 16,109 gp]

MAGIC

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

Other Companions

Traits

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

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.

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

Blood Algorithm	[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)

Canny Observer (Ex)	[Paizo Inc. - Advanced Player's Guide, p.130]
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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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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.	
Improved Uncanny Dodge (Ex)	[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 12.	
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.	
Slow Reactions* (Ex)	[Paizo Inc. - Pathfinder Unchained, p.22]
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 +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.	
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

Cyb0-rg

RACE

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AGE

GENDER

Female

VISION

Darkvision (60 ft.), Low-Light Vision

ALIGNMENT

Chaotic Neutral

DOMINANT HAND

Ambidextrous

HEIGHT

5' 5"

WEIGHT

200 lbs.

EYE COLOUR

Green

SKIN COLOUR

Black,

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

REGION

Numeria

DEITY

None

Race Type

Humanoid

Race Sub Type



Description:
Biography: