

Hero name: Amenopheus; Player name: Scott David Gray; Pathfinder Society number: 14034-48
Class: Rogue Unchained; Favored Bonus: +1 hit point, Favored Class: Rogue Unchained; Archetypes: Knife Master, Scout
Race: Human; Alignment: True Neutral; Deity: Pharasma; Faction: Scarab Sages; Ethnicity: Garundi
Ability Score Bonus: +2 Dexterity; Starting Languages: Ancient Osiriani, Kelish
Ability Scores: 16/18 Dex; 14 Con; 14 Int; 10 Str; 10 Wis; 10 Cha
Gender: Male; Age: 25; Height: 69"; Weight 175; Hair: Black; Eyes: Almond; Skin: Olive
1: Acrobatics +1, Appraise 0, Bluff +1, Climb +1, Diplomacy +1, Disable Device +1, Escape Artist +1, Intimidate 0, Know Dungeoneering +1, Know Local +1, Linguistics [Azlanti] +1, Perception +1, Sense Motive 0, Slight of Hand +1, Stealth +1, Swim 0; Traits: Combat Reactionary, Social Clever Wordplay [Bluff]; Human Feat: Combat Expertise; Feat: Two-Weapon Fighting - Items: Thieves Tools (30) 30, 5 Perfume/Cologne (25) 25, Leather Armor (10) 10, 5 Daggers (10) 10, 5 Sunrods (10) 10, Silk Rope (10) 10, Black Ink (8) 8, 20 Sheets Paper (8) 8, 7 Trail Rations (3.5) 3.5, Backpack (2) 2, Belt Pouch (1) 1, Wooden Holy Symbol [Pharasma] (1) 1, Flint and Steel (1) 1, Grooming Kit (1) 1, Waterskin (1) 1, Traveler's Outfit (1) 1, Signal Whistle (0.8) 0.8, Incense (0.7) 0.7, Blanket (0.5) 0.5, Inkpen (0.2) 0.2, Bedroll (0.1) 0.1, Dice (0.1) 0.1, 2 Flasks (0.06) 0.06, Whetstone (0.02) 0.02, Chalk (0.01) 0.01, Soap (0.01) 0.01, Hot Weather Outfit (free clothing) 0
2: Acrobatics +2, Appraise 0, Bluff +2, Climb 1, Diplomacy +2, Disable Device +2, Escape Artist +2, Intimidate 0, Know Local +2, Linguistics [Thassilonian] +2, Perception +2, Sense Motive +1, Slight of Hand +2, Stealth +2, Swim 0; Talent: Weapon Training [Weapon Focus: Dagger] - Items: Masterwork Thieves' Tools (100) 100, Wayfinder (500) 250; Wand of Cure Light Wounds (750) 750
3: Acrobatics +3, Appraise 0, Bluff +3, Climb 1, Diplomacy +3, Disable Device +3, Escape Artist +3, Intimidate 0, Know Local +3, Linguistics [Celestial] +3, Perception +3, Sense Motive 1, Slight of Hand +3, Stealth +3, Swim +1; Feat: Two-Weapon Feint - Items: Sleeves of Many Garments (200, 5) 200; Cloak of Resistance +1 (1000, 9) 1000
4: Dexterity +1; Acrobatics +4, Appraise 0, Bluff +4, Climb 1, Diplomacy +4, Disable Device +4, Escape Artist +4, Intimidate +1, Know Local +4, Linguistics [Abyssal] +4, Perception +4, Sense Motive 1, Slight of Hand +4, Stealth +4, Swim 1; Talent: Surprise Attacks - Items:
5: Acrobatics +5, Appraise 0, Bluff +5, Climb 1, Diplomacy +5, Disable Device +5, Escape Artist +5, Intimidate +2, Know Local +5, Linguistics [Infernal] +5, Perception +5, Sense Motive 1, Slight of Hand +5, Stealth +5, Swim 1; Feat: Toughness; Rogues Edge: Perception - Items: Mithral Chain Shirt (1100) 1100; Upgrade Mithral Chain Shirt to +1 (2100, 13) 1000; Hat of Disguise (1800, 13) 1800
6: Acrobatics +6, Appraise 0, Bluff +6, Climb 1, Diplomacy +6, Disable Device +6, Escape Artist +6, Intimidate +3, Know Local +6, Linguistics [Draconic] +6, Perception +6, Sense Motive 1, Slight of Hand +6, Stealth +6, Swim 1; Talent: Resiliency - Items: Ring of Protection +1 (2000, 13) 2000; Handy Haversack (2000, 13) 2000; Amulet of Natural Armor +1 (2000, 13) 2000
7: Acrobatics +7, Appraise 0, Bluff +7, Climb 1, Diplomacy +7, Disable Device +7, Escape Artist +7, Intimidate +4, Know Local +7, Linguistics [Aklo] +7, Perception +7, Sense Motive 1, Slight of Hand +7, Stealth +7, Swim 1; Feat: Two-Weapon Defense - Items: Corset of the Vishkanya (3000, 13) 3000
8: Dexterity +2; Acrobatics +8, Appraise 0, Bluff +8, Climb 1, Diplomacy +8, Disable Device +8, Escape Artist +8, Intimidate +5, Know Local +8, Linguistics [Sylvan] +8, Perception +8, Sense Motive 1, Slight of Hand +8, Stealth +8, Swim 1; Talent: Combat Trick [Improved Two Weapon Fighting] - Items: Adamantine Dagger with Red Hilt (3002) 3002; Adamantine Dagger with Black Hilt (3002) 3002
9: Acrobatics +9, Appraise 0, Bluff +9, Climb 1, Diplomacy +9, Disable Device +9, Escape Artist +9, Intimidate 5, Know Local +9, Linguistics [Varisian] +9, Perception +9, Sense Motive +2, Slight of Hand +9, Stealth +9, Swim 1; Feat: Improved Two-Weapon Feint - Items: Upgrade Adamantine Dagger with Red Hilt to +1 (5002, 18) 2000; Upgrade Adamantine Dagger with Black Hilt to +1 (5002, 18) 2000; Upgrade Mithral Chain Shirt to +2 (5100, 18) 3000; Ring of Eloquence [Common, Dwarven, Elven, Gnome] (3500, 18) 3500; Gloves of Larceny (2500, 13) 2500; Upgrade Cloak of Resistance to +2 (4000, 18) 3000
10: Acrobatics +10, Appraise 0, Bluff +10, Climb 1, Diplomacy +10, Disable Device +10, Escape Artist +10, Intimidate 5, Know Local +10, Linguistics [Hallit] +10, Perception +10, Sense Motive +3, Slight of Hand +10, Stealth +10, Swim 1; Talent: Crippling Strike; Rogues Edge: Acrobatics - Items: Belt of Incredible Dexterity +2 (4000, 18) 4000; Upgrade Mithral Chain Shirt to +3 (10100, 27) 5000; Upgrade Cloak of Resistance to +3 (9000, 27) 5000; Vest of Escape (5200, 18) 5200; Headband of Vast Intelligence +2 [Appraise, Halfling] (4000, 18) 4000
11: Acrobatics +11, Appraise 0, Bluff +11, Climb 1, Diplomacy +11, Disable Device +11, Escape Artist +11, Intimidate 5, Know Local +11, Linguistics [Tien] +11, Perception +11, Sense Motive +4, Slight of Hand +11, Stealth +11, Swim 1; Feat: Combat Reflexes; Finesse Training: Short Sword - Items: Upgrade Adamantine Dagger with Red Hilt to Bane Human (11002, 27) 6000; Upgrade Adamantine Dagger with Black Hilt to Bane Undead (11002, 27) 6000; Upgrade Ring of Protection to +2 (8000, 22) 6000
12: Dexterity +3; Acrobatics +12, Appraise 0, Bluff +12, Climb 1, Diplomacy +12, Disable Device +12, Escape Artist +12, Intimidate 5, Know Local +12, Linguistics [Vudrani] +12, Perception +12, Sense Motive +5, Slight of Hand +12, Stealth +12, Swim 1; Talent: Bonus Feat [Following Step] - Items: Goggles of the Night (12000, 31) 12000; Winged Boots (16000, 31) 16000