

Amenopheus, The Tiger Eye Sage

Player: Scott David Gray

Male human (Garundi) unchained rogue 10, Scarab Sages faction - CR 9

True Neutral Humanoid (Human); Deity: **Pharasma**; Age: 25; Height: 5' 9"; Weight: 175 lb.; Eyes: **Almond**; Hair: **Black**; Skin: **Olive**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	20/22	+5/+6	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+3	+2	+3			
REFLEX (DEXTERITY)	+16 =	+7	+6	+3			
WILL (WISDOM)	+6 =	+3		+3			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 25 =	+6	+1	+6		+1	+1		
Touch AC 17	Flat-Footed AC 19							

Blade Sense : +3 dodge bonus vs. attacks made with light blades

CM Bonus	Total	BAB	Strength	Size	Misc
+7 =	+7	+0	-	-	

CM Defense	Total	BAB	Strength	Dexterity	Size
24 = 10	+7	+0	+6	-	

See the AC section (above) for situational modifiers that may also apply to CMD

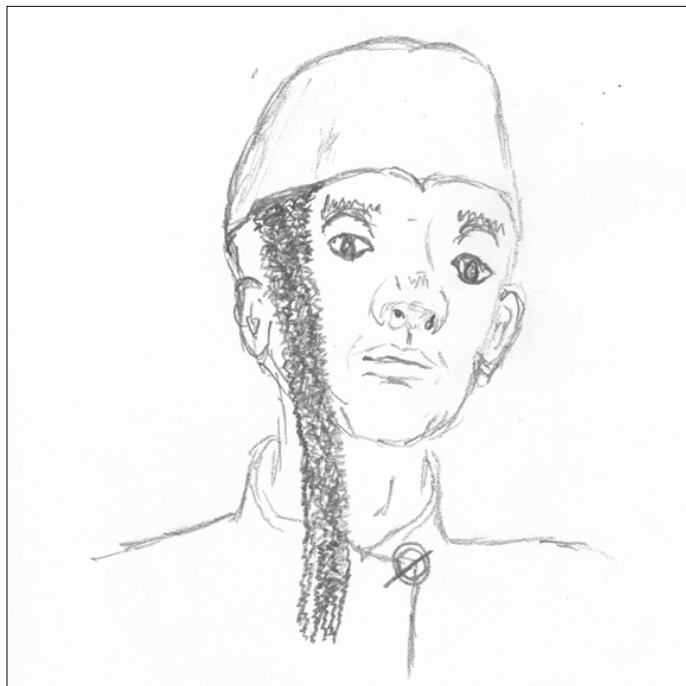
Base Attack	+7	HP	93
Initiative	+8	Damage / Current HP	
Speed	30 ft		

+2 mithral chain shirt

+6

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Character Number: 14034 - 48



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+19	DEX (6)	10	
Appraise	+2	INT (2)	-	
Bluff	+17	INT (2)	10	
Climb	+4	STR (0)	1	
Diplomacy	+15	CHA (0)	10	
Disable Device	+21	DEX (6)	10	
Disguise	+10	CHA (0)	-	
Escape Artist	+19	DEX (6)	10	
Fly	+6	DEX (6)	-	
Heal	+0	WIS (0)	-	
Intimidate	+10	CHA (0)	5	
Knowledge (local)	+15	INT (2)	10	
Linguistics	+15	INT (2)	10	
Perception	+13	WIS (0)	10	
Ride	+6	DEX (6)	-	
Sense Motive	+6	WIS (0)	3	
Sleight of Hand	+24	DEX (6)	10	
<small>Thieves' Guild (membership): +2 circumstance bonus to steal items without being noticed, Hidden Blade: +5 to conceal a light blade</small>				
Stealth	+19	DEX (6)	10	
Survival	+0	WIS (0)	-	
<small>Wayfinder: +2 to avoid becoming lost</small>				
Swim	+4	STR (0)	1	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Feats

Combat Expertise +/-2

Bonus to AC in exchange for an equal penalty to attack.

Improved Two-Weapon Feint

Make a Bluff check instead of your first attack

Improved Two-Weapon Fighting

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness

You gain +3 hit points.

Two-Weapon Defense

+1 to AC while wielding 2 weapons. +2 when doing so defensively.

Two-Weapon Feint

Forgo first melee attack to feint

Two-Weapon Fighting

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.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Weapon Focus (Dagger)

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

Traits

Clever Wordplay (Bluff)

Your cunning and logic are more than a match for another's confidence and poise. Choose one Charisma-based skill. You attempt checks with that skill using your Intelligence modifier instead of your Charisma modifier.

Reactionary

+2 Initiative

+1 Adamantine bane human dagger with red hilt

Main hand: **+15/+10, 1d4+7 plus 2d6 vs. Human**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+11/+6, 1d4+7 plus 2d6 vs. Human**

Main w/ light off: **+13/+8, 1d4+7 plus 2d6 vs. Human**

Offhand: **+13/+8, 1d4+4 plus 2d6 vs. Human**

Ranged: **+15, 1d4+1 plus 2d6 vs. Human**

Ranged w/ offhand: **+11, 1d4+1 plus 2d6 vs. Human**

Ranged w/ light off: **+13, 1d4+1 plus 2d6 vs. Human**

Ranged offhand: **+13, 1d4+1 plus 2d6 vs. Human**

Experience & Wealth

Experience Points: 27/30

Current Cash: **849 pp, 6 gp**

Scarab Sages: **Fame: 43, PP: 11**

+1 Adamantine bane undead dagger with black

Main hand: **+15/+10, 1d4+7 plus 2d6 vs. Undead**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+11/+6, 1d4+7 plus 2d6 vs. Undead**

Main w/ light off: **+13/+8, 1d4+7 plus 2d6 vs. Undead**

Offhand: **+13/+8, 1d4+4 plus 2d6 vs. Undead**

Ranged: **+15, 1d4+1 plus 2d6 vs. Undead**

Ranged w/ offhand: **+11, 1d4+1 plus 2d6 vs. Undead**

Ranged w/ light off: **+13, 1d4+1 plus 2d6 vs. Undead**

Ranged offhand: **+13, 1d4+1 plus 2d6 vs. Undead**

Dagger

Main hand: **+14/+9, 1d4+6**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+10/+5, 1d4+6**

Main w/ light off: **+12/+7, 1d4+6**

Offhand: **+12/+7, 1d4+3**

Ranged: **+14, 1d4**

Ranged w/ offhand: **+10, 1d4**

Ranged w/ light off: **+12, 1d4**

Ranged offhand: **+12, 1d4**

Dagger

Main hand: **+14/+9, 1d4+6**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+10/+5, 1d4+6**

Main w/ light off: **+12/+7, 1d4+6**

Offhand: **+12/+7, 1d4+3**

Ranged: **+14, 1d4**

Ranged w/ offhand: **+10, 1d4**

Ranged w/ light off: **+12, 1d4**

Ranged offhand: **+12, 1d4**

Dagger

Main hand: **+14/+9, 1d4+6**
 Main w/ offhand: **+10/+5, 1d4+6**
 Main w/ light off: **+12/+7, 1d4+6**
 Offhand: **+12/+7, 1d4+3**

Crit: 19-20/x2
 Rng: 10'
 Light, P/S

Ranged: **+14, 1d4**
 Ranged w/ offhand: **+10, 1d4**
 Ranged w/ light off: **+12, 1d4**
 Ranged offhand: **+12, 1d4**

Unarmed strike

Main hand: **+13/+8, 1d3**
nonlethal
 Main w/ offhand: **+9/+4, 1d3**
nonlethal
 Main w/ light off: **+11/+6, 1d3**
nonlethal
 Offhand: **+11/+6, 1d3**
nonlethal

Crit: x2
 Light, B, Nonlethal

Gear

Total Weight Carried: 35/100 lbs, Encumbrance Ignored
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+1 Adamantine bane human dagger with red hilt	1 lb
+1 Adamantine bane undead dagger with black hilt	1 lb
+2 mithral chain shirt	12.5 lbs
Amulet of natural armor +1	-
Bedroll <In: Dropped to ground (2 @ 6 lbs)>	5 lbs
Belt of incredible dexterity +2	1 lb
Belt pouch (3 @ 2 lbs)	0.5 lbs
Blanket <In: Dropped to ground (2 @ 6 lbs)>	1 lb
Chalk <In: Handy haversack (50 @ 29.5 lbs)>	-
Cloak of resistance +3	1 lb
Corset of the vishkanya (10 rounds/day)	1 lb
Dagger	1 lb
Dagger	1 lb
Dagger x3 <In: Handy haversack (50 @ 29.5 lbs)>	1 lb
Dice <In: Belt pouch (3 @ 2 lbs)>	-
Flask x2 <In: Handy haversack (50 @ 29.5 lbs)>	1.5 lbs
Flint and steel <In: Belt pouch (3 @ 2 lbs)>	-
Gloves of larceny	1 lb
Grooming Kit	2 lbs
Handy haversack (50 @ 29.5 lbs)	5 lbs
Hat of disguise	-
Holy symbol, wooden (Pharasma)	-
Hot Weather outfit (Free)	-
Incense (OA) <In: Handy haversack (50 @ 29.5 lbs)>	-
Ink, black <In: Handy haversack (50 @ 29.5 lbs)>	-
Inkpen <In: Handy haversack (50 @ 29.5 lbs)>	-
Money	-
Paper x20 <In: Handy haversack (50 @ 29.5 lbs)>	-
Perfume/cologne x5 <In: Handy haversack (50 @ 29.5 lbs)>	-
Ring of eloquence (Common, Elf, Dwarf, Gnome)	-
Ring of protection +1	-
Signal whistle	-
Silk rope <In: Handy haversack (50 @ 29.5 lbs)>	5 lbs
Soap <In: Handy haversack (50 @ 29.5 lbs)>	0.5 lbs

Gear

Total Weight Carried: 35/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)
 Sunrod x5 <In: Handy haversack (50 @ 29.5 lbs)> 1 lb
 Thieves' Guild -
 Thieves' tools, masterwork <In: Belt pouch (3 @ 2 lbs)> 2 lbs
 Trail rations x7 <In: Handy haversack (50 @ 29.5 lbs)> 1 lb
 Traveler's outfit <In: Handy haversack (50 @ 29.5 lbs)> 5 lbs
 Wand of cure light wounds (37 charges) -
 Waterskin 4 lbs
 Wayfinder (empty) 1 lb
 Whetstone <In: Handy haversack (50 @ 29.5 lbs)> 1 lb

Special Abilities

Bane (Human)

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe.

Bane (Undead)

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe.

Blade Sense +3 (Ex)

At 3rd level, a knife master is so skilled in combat involving light blades that she gains a +1 dodge bonus to AC against attacks made against her with light blades. This bonus increases by +1 for every three levels, to a maximum of +6

Crippling Strike (Ex)

A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Debilitating Injury: Bewildered -2/-6 (Ex)

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

Debilitating Injury: Disoriented -2/-6 (Ex)

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

Debilitating Injury: Hampered (Ex)

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

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Hidden Blade +5

A knife master adds 1/2 her level on Sleight of Hand checks made to conceal a light blade. This ability replaces trapfinding.

Resiliency (1/day) (Ex)

Once per day, a rogue with this ability can gain a number of temporary hit points equal to twice her rogue level. Activating this ability is an immediate action that can be performed only when the rogue is brought to below 0 hit points. This

Scout's Charge (Ex)

At 4th level, whenever a scout makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability. This ability replaces uncanny dodge.

Skirmisher (Ex)

At 8th level, whenever a scout moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If the scout makes more than one attack this turn, this ability only applies

Sneak Attack (Unchained) +5d8/+5d4

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Surprise Attacks +5 (Ex)

During the surprise round, a rogue with this ability always considers opponents flat-footed, even if they have already acted. A rogue with this ability adds 1/2 her rogue level to her sneak attack damage rolls made during the surprise

Tracked Resources

+1 Adamantine bane human dagger with red hilt	<input type="checkbox"/>
+1 Adamantine bane undead dagger with black hilt	<input type="checkbox"/>
Corset of the vishkanya (10 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/> <input type="checkbox"/>
Incense (OA)	<input type="checkbox"/>
Resiliency (1/day) (Ex)	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds (37 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Hallit
Aklo	Infernal
Azlanti	Kelish
Celestial	Osiriani
Common	Osiriani, Ancient
Draconic	Sylvan
Dwarven	Thassilonian
Elven	Varisian
Gnome	

Situational Modifiers

Sleight of Hand

Thieves' Guild (membership): +2 circumstance bonus to steal items without being noticed, **Hidden Blade**: +5 to conceal a light blade

Survival

Wayfinder: +2 to avoid becoming lost

Sourcebooks Used

- **Advanced Class Guide** - Ring of eloquence (equipment)
- **Advanced Player's Guide** - Scout (archetype)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Race Guide / Ultimate Equipment** - Corset of the vishkanya (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Perfume/cologne (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language); Hallit (language); Kelish (language); Osiriani (language); Osiriani, Ancient (language); Thassilonian (language); Varisian (language)
- **Inner Sea Races / Inner Sea World Guide / People of the Sands** - Garundi (race option)
- **Occult Adventures** - Incense (OA) (equipment)
- **Pathfinder Society Field Guide** - Thieves' Guild (equipment)
- **Pathfinder Society Primer** - Clever Wordplay (trait)
- **Ultimate Combat** - Improved Two-Weapon Feint (feat); Knife Master (archetype); Two-Weapon Feint (feat)
- **Ultimate Equipment** - Dice (equipment); Gloves of larceny (equipment)
- **Unchained Classes** - Resiliency (special ability); Rogue (Unchained) (class); Surprise Attacks (special ability)