

Name: Amenopheus **PFS #:** 14034-48

Class: Rogue Unchained (Knife Master, Scout)

Initiative: +8

HP: 93

AC: 25 (Touch 17, FF 19) [+3 (+3, +3) vs light blades] +2 (+2, +0) if using Combat Expertise Elemental Ward +2 (+2, +2) Sacred bonus vs creatures of elemental subtype

CMB: +7

CMD: 24 (FF 18) +2 (+0) if using Combat Expertise

Performance Combat: +2 **Fort:** +8 **Reflex:** +16 **Will:** +6 Elemental Ward +2 Sacred bonus vs creatures of elemental subtype [008 +2 to resist Kami and Oni]

Evasion: If succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

BAB: +7/+2 **Speed:** 30' **Languages:** Abyssal, Aklo, Ancient Osiriani, Azlanti, Celestial, Draconic, Dwarven, Elven, Gnome, Hallit, Infernal, Kelish, Osiriani, Sylvan, Taldane, Thassilonian, Varisian

Per-scenario Abilities:

1 **Reroll O**

1 **Relic Guardian (016) O**

1 **Honored Acolyte (016) O:** Roll 2 dice on Knowledge Local and take better result.

Per-day Abilities:

1 Comprehend Languages O Jeweled Sage CL 15

1 Knowledge – roll twice take higher result O Jeweled Sage

Limited Use Items and Boons:

37 **Wand of Cure Light Wounds:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OO

O Trap Intuition (001): When you attempt a Reflex save to avoid a trap but before you know whether you failed, you can use this boon to reroll the save with a bonus equal to one-half your character level (rounded down). You must use the reroll result, even if it is lower.

O Squirm tongue (003): Before rolling a saving throw, use this boon and roll twice and take the better result.

O Draconic Sidekick (007): A Pseudodragon accompanies for one adventure!

O Fortune's Return Suit of Keys (007): +1 luck bonus on attack roll, damage roll, saving throw, skill check, or +2 for picking a lock.

O Fortune's Return Suit of Shields (007): +1 luck bonus on attack roll, damage roll, saving throw, skill check, or +2 for Fort/Con checks against fatigue or exhaustion.

O Fortune's Return Suit of Books (007): +1 luck bonus on attack roll, damage roll, saving throw, skill check, or +2 for performing research.

O Fortune's Return Suit of Stars (007): +1 luck bonus on attack roll, damage roll, saving throw, skill check, or +2 for avoiding getting lost or navigating.

O Echoing Paradox (013): Before you roll an attack roll, a skill check, or a saving throw, a copy of you appears either to flank with you or to grant you a +2 bonus as per the aid another action. If you have an ability that grants a higher bonus on aid another actions, you gain this as a bonus instead; the copy shares all of your teamwork feats. After the attack, skill check, or save is resolved, the copy fades away, and you are shaken until the end of your next turn by the unsettling paradox of being at two places at once. When you use this boon, cross it off the Chronicle sheet.

O Sting of Serpent Magic (014): Before attempting a save against a spell or spell-like ability, cross this boon off the chronicle sheet; if you succeed at the save and the spell has a reduced effect on a successful save, instead avoid the effect entirely.

Skills:

Str: +0	Bluff: +17 [010 +2 to influence Wayangs] [008 +2 to influence Kami and Oni] [015 +2 with other scholars and experts]	Intimidate: +10 [004 +2 vs Goblinoid] [010 +2 to influence Wayangs] [008 +2 to influence Kami and Oni] [015 +2 with other scholars and experts]	Ride: [untrained] +6
Dex: +6	Climb: +4	Knowledge Arcana [011 +2 Construct type = +4 may roll untrained]	Sense Motive: +5
Con: +2	Diplomacy: +15 [010 +2 to influence Wayangs] [008 +2 to influence Kami and Oni] [015 +2 with other scholars and experts]	Knowledge History: +12 [Soul Warden, as though Trained] [006 +1 Azlanti] [009 +2 Darklands]	Sleight of Hand: +23 [+4 to conceal daggers] [+2 to steal small items without being noticed]
Int: +2	Disable Device: +21	Knowledge Local: +15 [009 +2 Darklands] [016 1x roll twice]	Stealth +18
Wis: +0	Disguise: [untrained] +10 [Hat of Disguise] [010 +2 to influence Wayangs] [008 +2 to influence Kami and Oni]	Knowledge Planes: +9 [Soul Warden, as though Trained] [009 +2 Darklands]	Survival: [untrained] +0 [+2 to avoid becoming lost] [016: +2 navigating the pillars of the Sun]
Cha: +0 [010 +2 to influence Wayangs] [008 +2 to influence Kami and Oni]	Escape Artist: +19 [+5 with Corset of Vishkayana]	Knowledge [all]: [009 +2 Darklands = +4 may roll untrained]	Swim: +4
Acrobatics: +19 *	Fly [untrained]: +6	Linguistics: +18 [006 +1 Azlanti]	
Appraise: [untrained] +2	Heal: [untrained] +0	Perception: +13 **	

* **Rogue's Edge Acrobatics:** DC only -5 to acrobatics at full speed. Not denied Dex bonus on acrobatics with a DC 20 or lower. Can attempt Acrobatics-10 as CMD vs Trip or in place of Reflex save vs falling damage. 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.

** **Rogue's Edge Perception:** You remain alert to sounds even in your sleep, and the normal DC increase to Perception checks when you are sleeping is halved. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 30 feet. +5 perception to locate an invisible creature.

Always on:

Soul Warden: Treat Constitution at 4 higher (18) for purposes of determining when hit point damage kills.

Exemplar of the Order (015): May check up to two boxes on a faction journal card per adventure.

Jeweled Sage: All Knowledge skills are class skills, +3 insight Knowledge History and Linguistics.

Immediate Action:

O Resiliency Rogue Talent Once per day, when brought below zero hit points, gain 16 temporary hit points.

Free actions:

10 Corset of the Vishkayana OOOOO OOOOO - Compress self to fit tight spaces as though under by a squeeze spell for up to 10 rounds/day, +5 bonus Escape Artist checks.

1 Lessons of History O – When you attempt again on a failed attack, skill, or save add +2 insight bonus.

1 Savior of Knowledge (015) O – +5 bonus on one knowledge skill check, via mental advice from a jeweled sage. Limited Use 5: OOOOO Have the roll the check at a bonus equal to 2x character level (+18).

Relic Guardian (016): Once per scenario treat an unattended object within reach as though in possession, for purposes of saves or resisting sunder attempts. Cross boon off to force reroll of sunder attempt for an item in your possession at a -5 penalty.

Swift actions:

O Once per adventure [008: 08-02 Ward Asunder: **Kami Reunited**]

Jiraku's Eternal Path: Until the beginning of your next turn, you may move through up to 10 feet of difficult terrain as if it were normal terrain; this effect stacks with the benefits of the Acrobatic Steps and Nimble Steps feats. During this time, you also gain a +3 bonus on saving throws against any effect that would directly impede your movement, such as entangle or slow. When this effect ends, you regain 1d8+5 hit points.

Tanbaru's Insight: For the next 10 minutes, you gain a +2 insight bonus on Perception checks and the ability to cast detect magic at will as a spell-like ability. When this effect ends, you receive the answer to a single question as if you had cast augury divination (CL 6th). At 7th level, you can instead ask one question as per commune.

Move actions:

Standard actions:

Wayfinder: Cast **Light**

O Jiraku's Respect (008): Cast one of these spell-like abilities at character level with Charisma 17:

Invisibility, Longstrider, Stone Shape, or Wind Wall. Once per day.

O Tanbaru's Respect (010): Cast one of these spell-like abilities at character level: Dispel Magic, Fog Cloud, or Invisibility. Once per day.

Melee:

Standard action:

Dagger: +15/+10 to hit (19-20/x2) | 1d4+7 P/S Adamantine Magic

Full Round action:

Dagger: +13/+13/+8/+8 to hit (19-20/x2) | 1d4+7 P/S Adamantine Magic / 1d4+4 P/S Adamantine Magic / 1d4+7 P/S Adamantine Magic / 1d4+4 P/S Adamantine Magic

Improved two-Weapon Feint: Forgo first primary attack to make a **Feint** that lasts until end of turn. Make a **Bluff** skill check. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. If successful, your opponent is denied his Dexterity bonus (if any) against all attacks you make against the target before the end of your turn.

Red Dagger: +2 to hit and +2+2d6 to damage against humans

Black Dagger: +2 to hit and +2+2d6 to damage against undead

If using **Combat Expertise -2 To Hit**

Sneak Attack: If opponent is denied her/his dexterity bonus to AC +5d8 precision damage (not multiplied on a critical hit)

Surprise attacks: 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 round [+4].

Scout's Charge: When charging, attacks deal sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.

Skirmisher: 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 to the first attack. Foes with uncanny dodge are immune to this ability.

Debilitating Injury: When dealing sneak attack damage to a foe, 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). 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.

Bewildered -2/-4 -- 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.

Disoriented -2/-4 -- 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.

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.

Crippling Strike: +2 Strength damage each sneak attack

Ranged:

Standard action:

Dagger: +14/+9 to hit (19-20/x2) | 1d4+6 P/S / 1d4+6 P/S

Combat Expertise, Sneak Attack, Surprise attacks, Debilitating Injury