

S 10, D 16/18, C 14, I14, Wis 10 Cha 10

1/2 Orc, Poison Minion, Shaman's Apprentice Frostkin Starting languages: Draconic, Skald, Undercommon  
Favored Class: Unchained Rogue

1: Aristocrat Feat: Two Weapon Fighting Traits: Tusked, Besmara's Blessing Skills: 1: Bluff, Diplomacy, Knowledge Nobles, Perception, Profession Sailor, Swim

2: Unchained Rogue (Burglar) Skills: 2: Acrobatics, Bluff, Diplomacy, Disable Device, Knowledge Nobles, Perception, Profession Sailor, 1: Climb, Swim

3: Unchained Rogue, Rogue Talent: Combat Trick: Sap Adept, Skills: 3: Acrobatics, Bluff, Diplomacy, Disable Device, Knowledge Nobles, Perception, Profession Sailor, Stealth, 1: Climb, Swim  
Feat: Accomplished Sneak Attacker

4: Unchained Rogue +1 Dex, Finesse Training Sap Skills: 4: Acrobatics, Bluff, Diplomacy, Disable Device, Knowledge Nobles, Perception, Profession Sailor, Stealth, 2: Sleight of Hand, 1: Climb, Swim

5: Barbarian (Urban Barbarian) Feat: Sap Master Skills: 5: Acrobatics, Bluff, Disable Device, Perception, Profession Sailor, Stealth, 4: Diplomacy, Knowledge Nobles, 2: Sleight of Hand, 1: Climb, Swim

6: Arcanist

7: Unchained Rogue 4, Rogue Talent: Bleeding Attack Feat: Additional Traits (Reactionary, Magical Knack Arcanist) Skills: 7: Acrobatics, Bluff, Disable Device, Perception, Profession Sailor, Stealth, 4: Diplomacy, Knowledge Nobles, 1: Climb, Escape Artist, Knowledge Arcana, Sleight of Hand, Spellcraft, Swim

8: Unchained Rogue +1 Dex, Rogue's Edge Diplomacy; Skills: 8: Acrobatics, Bluff, Diplomacy, Disable Device, Perception, Profession Sailor, Stealth, 4: Knowledge Nobles, 1: Climb, Escape Artist, Knowledge Arcana, Sleight of Hand, Spellcraft, Swim

9: Unchained Rogue Rogue Talent: Fast Stealth; Feat: Leadership Skills 9: Acrobatics, Bluff, Diplomacy, Disable Device, Perception, Profession Sailor, Stealth, 7: Knowledge Nobles, 1: Climb, Escape Artist, Knowledge Arcana, Sleight of Hand, Spellcraft, Swim

10: Unchained Rogue Rogue Talent Fast Stealth Skills: 10: Acrobatics, Bluff, Diplomacy, Disable Device, Knowledge Nobles, Perception, Profession Sailor, Sleight of Hand, Stealth, 1: Climb, Swim

11: Unchained Rogue Feat: Dirty Fighting Skills: 11: Acrobatics, Bluff, Diplomacy, Disable Device, Knowledge Nobles, Perception, Profession Sailor, Sleight of Hand, Stealth, 1: Climb, Linguistics [???], Swim

12: Unchained Rogue +1 Dex, Rogue Talent Bonus Feat: Two Weapon Feint Rogue's Edge: Bluff Skills: 12: Acrobatics, Bluff, Diplomacy, Disable Device, Knowledge Nobles, Perception, Profession Sailor, Sleight of Hand, Stealth, 2: Linguistics [???], 1: Climb, Swim

13: Unchained Rogue Weapon Training: Short Sword Feat: Improved Two Weapon Fighting Skills: 13: Acrobatics, Bluff, Diplomacy, Knowledge Nobility, Perception, Profession Sailor, Sleight of Hand, Stealth, 3: Linguistics [???]

14: Unchained Rogue Rogue Talent Crippling Strike Skills: 14: Acrobatics, Bluff, Diplomacy, Knowledge Nobility, Perception, Profession Sailor, Sleight of Hand, Stealth, 4: Linguistics [???]

Items on wishlist:

Cloak of Resistance +1, +2, +3, +4, +5 (1000, 3000, 5000, 7000, 9000)

Sap +1, +1 Merciful (2301, 6000)

Sap +1, +1 Merciful (2301, 6000)

Headband of Intelligence +2/+4/+6 (4000, 12000, 2000)

Belt of Incredible Dexterity +2, +4, +6 (4000, 12000, 20000)

Ring of Protection +1, +2 (2000, 6000)

Amulet of Natural Armor +1, +2 (2000, 6000)

Handy Haversack (2000)

Boots of Speed (12000)

Spectacles of Understanding (3000)