



⚡ Conditions:
⚡ Buffs:

Kazon Pontiflexovich		Chaotic Neutral		Thalmor's Cohort			
Character Name		Alignment		Player			
Unchained Rogue 4, Brawler 2		6	Jezelda	Cheliox			
Class		Level	Deity	Homeland			
Human	Medium	M	23	6'3"	232lbs.	Bald	Green
Race	Size	Gender	Age	Height	Weight	Hair	Eyes

MAIN	ADDITIONAL	CONFIGURATION
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AC ITEMS											
	EQ	AC	FF	TOU	NAT	DEF	DOD	TYPE	CHK	DEX	SPL
Mithral Chain Shirt	<input checked="" type="checkbox"/>	4	0	0	0	0	0	Light	0	6	10
<div><div>+</div><div>🔒</div></div>											
TOTALS											
Speed	30	x4	0	4	0	0	0	0	0	6	10
Shield	Armor		Max		Max						

EXPERIENCE		POINTS	NEXT LEVEL
		0	2000

MONEY			
CP	SP	GP	PP
100	20	63	8
Other valuables			

GEAR		QTY	WEIGHT	
Mithral Chain Shirt	👁️	1	10	10
Masterwork Waveblade	👁️	1	2	2
Masterwork Thieves Tools	👁️	1	2	2
Spring-loaded Wrist Sheath	👁️	1	1	1
Traveler's Any-Tool	👁️	1	2	2
Fire-retardant Butler's Outfit	👁️	1	0	0
Flint & Steel	👁️	1	0	0
Field Ration	👁️	1	1	1
Light Crossbow	👁️	1	4	4
Bolt	👁️	10	0.1	1
Potion of Cure Moderate Wounds	👁️	1	0.1	0.1
+1 Cloak of Resistance	👁️	1	1	1
Headband of Inspired Wisdom +2	👁️	1	1	1
<div><div>+</div><div>🔒</div></div>				
Coins <input checked="" type="checkbox"/> 3.8				
TOTAL WEIGHT Light Load 28.9				

Light Load	30	Medium Load	60	Heavy Load	90		
Lift Over Head	90	Lift Off Ground	180	Drag Or Push	450		
Speed	30	Run	x4	Check Penalty	0	Max Dex Bonus	-

ADDITIONAL GEAR	
Shoddy house (100gp)	
Kong Vov (Riding Dog)	
Barding, Leather	
Saddlepacks	
Waterskin	
Oilskin	
9 Trail Rations	
300' Silk Rope	
30 Torches	
20 Pints of Lamp Oil	
3 Bear Traps	
15 bags of Caltrops	
10 Bottles of very-cheap wine.	

FEATS	
Accomplished Sneak Attacker (General)	
Your strikes against a foe's vital spots are extra deadly.	
Dimensional Agility (General)	
Teleportation does not faze you.	
Dimensional Assault† (General)	
You have been trained to use magical movement as part of your combat tactics.	
Endurance (General)	
Harsh conditions or long exertions do not easily tire you.	
Weapon Finesse (General)	
You are trained in using your agility in melee combat, as opposed to brute strength.	
Double Slice (Combat)	
Your off-hand weapon while dual-wielding strikes with greater power.	

<div><div>+</div><div>🔒</div></div>	
FEATURES / TRAITS	
Trapfinding	
Sneak Attack	
Finesse Training (Ex)	
Evasion (Ex)	
Rogue Talents	
Ninja Trick (Ex) Rogue Talent	
Pressure Points (Su) Ninja Trick	
Danger Sense (Ex)	
Brawler's Cunning (Ex)	
Martial Flexibility (Ex) Move action to get Combat Feat for 1min.	
- 1 /4 per day	
Martial Training (Ex)	
Unarmed Strike Unarmed damage deals 1d6 damage	
Bonus Combat Feats	
Brawler's Flurry (Ex)	
Rogue Talent (Weapon Training) (Combat)	
+1 to attack with chosen weapon	
Debilitating Injury ((Ex))	
Sneak attacks also inflicts -2 AC, -2 attacks, or -speed for 1 round.	
Uncanny Dodge ((Ex))	
Cannot be flatfooted, does not lose DEX vs. invisible attackers.	

<div><div>+</div><div>🔒</div></div>
