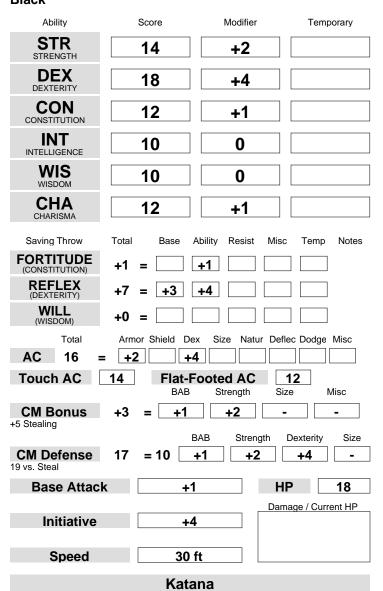
Silent Pola

Female human (chelaxian) ninja 2 - CR 1

Lawful Evil Humanoid (Human); Deity: **Zon-Kuthon**; Age: **21**; Height: **5' 2"**; Weight: **140lb.**; Eyes: **Yellow**; Hair: **Black**



Main hand: **+3**, **1d8+2** Crit: 18-20/×2 Both hands: **+3**, **1d8+3** Crit: 18-20/×2

Lamellar cuirass

+2

Max Dex: +4, Armor Check: -Spell Fail: 5%, Light







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|--------------------------------|-------|---------|-------|------|
| Skill Name | Total | Ability | Ranks | Temp |
| ⁰ Acrobatics | +11 | DEX (4) | 2 | |
| Appraise | +0 | INT (0) | - | |
| Bluff | +6 | CHA (1) | 2 | |
| Climb | +7 | STR (2) | 2 | |
| Diplomacy | +1 | CHA (1) | - | |
| ^{IJ↑} :Disable Device | +7 | DEX (4) | 2 | |
| Disguise | +6 | CHA (1) | 2 | |
| ⁰ Escape Artist | +9 | DEX (4) | 2 | |
| ⁰ Fly | +6 | DEX (4) | - | |
| Heal | +0 | WIS (0) | - | |
| Intimidate | +1 | CHA (1) | - | |
| Perception | +5 | WIS (0) | 2 | |
| ¶Ride | +4 | DEX (4) | - | |
| Sense Motive | +5 | WIS (0) | 2 | |
| Sleight of Hand | +9 | DEX (4) | 2 | |
| ¹⁰ Stealth | +4 | DEX (4) | - | |
| Survival | +2 | WIS (0) | 2 | |
| ^U Swim | +2 | STR (2) | - | |
| | | | | |

Feats

Acrobatic Armor Proficiency (Light) Improved Steal Simple Weapon Proficiency - All Weapon Finesse

Special Abilities

Ki Attack Speed (Su)
Ki Jump (Running Start) (Su)
Ki Movement (Su)
Ki Pool (2/day) (Su)
Ki Stealth (Su)
Poison Use
Sneak Attack +1d6

Gear Total Weight Carried: 16/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs) Black smear x2 **Custom Container Custom Container** Katana 6 lbs Lamellar cuirass 8 lbs Money 1 lb Small centipede poison Thieves' tools 1 lb **Tracked Resources** Black smear Ki Pool (2/day) (Su)

Languages

Common

Small centipede poison

Background

A Chelaxian woman who has learned the art of the ninja. Her specialities are stealing and poisoning. She is unable to speak due to a throat injury. Prioritizes those she considers the biggest threats, using her acrobatics to weave through the battlefield.

OUTSIDE OF BATTLE: Watches Theodore, having heard of his carnage on the raid.

MOOD: Hostile

SPECIAL: Can only be successfully intimidated or

diplomacy checked by Theodore.

MORALE: Beelines for Theodore and attempts to steal his feral mutagen, having heard about it during the celebration

on the Wormwood.

Experience & Wealth

Current Cash: 50 gp