

Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian) Samurai 1 - CR 1/2

Neutral Good Humanoid (Human); Deity: **Shelyn**; Age: **21**;
Height: **5' 7"**; Weight: **130lb.**; Eyes: **Brown**; Hair: **Black**;
Skin: **Yellow**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2				
REFLEX (DEXTERITY)	+3	=		+3			
WILL (WISDOM)	+1	=				+1	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=	+4		+3				
Touch AC	13								
Flat-Footed AC	14								

		BAB	Strength	Size	Misc
CM Bonus	+4	=	+1	+3	-

		BAB	Strength	Dexterity	Size
CM Defense	17	=	10	+1	+3

	Total	Damage / Current HP
HP	11	

Base Attack	+1	Initiative	+5
		Speed	30 / 20 ft

Glaive

Both Hands: **+4, 1d10+4** Crit: 20/x3
2-Hand, S

Longbow

Ranged, Both Hands: **+4, 1d8** Crit: 20/x3
Rng: 100'
2-Hand, P

Longsword

Mainhand: **+4, 1d8+3** Crit: 19-20/x2
Both Hands: **+4, 1d8+4** 1-Hand, S

Unarmed Strike

Mainhand: **+4, 1d3+3** Crit: 20/x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+1	STR (3)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	+5	CHA (1)	1	
Perception	+4	WIS (0)	1	
Ride	+5	DEX (3)	1	
Sense Motive	+4	WIS (0)	1	
Stealth	+1	DEX (3)	-	
Survival	+4	WIS (0)	1	
Swim	+1	STR (3)	-	

Feats, Traits & Flaws

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Deadly Aim -1/+2

Trade a penalty to ranged attacks for a bonus to ranged damage.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -1/+2

You can subtract from your attack roll to add to your damage.

Reactionary

+2 Initiative

Gear

Total Weight Carried: 37/260lbs, Light Load
(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)

Armored Coat	20 lbs
Glaive	10 lbs
Longbow	3 lbs
Longsword	4 lbs
Monk's Outfit (Free)	-

Armored Coat

+4

Max Dex: +3, Armor Check: -2
 Spell Fail: 20%, Medium, Slows

Feats, Traits & Flaws

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Younger Sibling: Ameiko (Ex)

+1 vs foes threatening sibling.

Special Abilities

+2 Ride while riding your bonded mount. (Ex)

A cavalier does not take an armor check penalty on Ride checks while riding his mount.

Animal Companion Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal

Dragon's Challenge +1/+1 (1/day) (Ex)

Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his

Dragon's Skills +1 (Ex)

An order of the dragon cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, whenever an order of the dragon cavalier uses Survival to provide food and water for his allies or to protect his allies from harsh weather,

Resolve (1/day) (Ex)

Starting at 1st level, the samurai gains resolve that he can call upon to endure even the most devastating wounds and afflictions. He can use this ability once per day at 1st level, plus one additional time per day for every two samurai levels

Tracked Resources

Action Points ☐☐☐☐☐

Dragon's Challenge +1/+1 (1/day) (Ex) ☐

Resolve (1/day) (Ex) ☐

Languages

Common

Tien

Experience & Wealth

Experience Points: 0/2000

Current Cash: 2 GP

Companions

Akumu (Animal Companion), Male Horse - CL2 - CR 2

STR 16 (+3), DEX 13 (+1), CON 15 (+2), INT 2 (-4),
 WIS 12 (+1), CHA 6 (-2); Fortitude +5, Reflex +4, Will +1

HP: 17/17; Init: +1; Speed: 50 feet

Attack Bonus: +0; Armor Class: 14 / 10Tch / 13Fl

Acrobatics +5, Fly -1, Perception +5, Stealth -3

Bite (Horse) +3, 1d4+3, 20/x2

Hooves x2 (Horse) +3 x2, 1d6+3, 20/x2

Unarmed Strike +3, 1d4+3, 20/x2

Special: Attack Any Target [Trick], Combat Riding [Trick], Low-Light Vision, Power Attack -1/+2, Scent (Ex)

Charges: Action Points - 0/5

Background

Aspects:

Reckless Mounted Archer-Knight

Always An Outsider

Driven To Prove Myself

Yoshihiro "Hiro" Kaijitsu was born five years after his sister Ameiko. He continually tried to prove himself to his father Lonjiku but no matter how much he tried, he could never live up to the man's rigid expectations. Right after Ameiko's falling out with her father, Lonjiku shipped Yoshihiro off to be a squire in an the Order of the Dragon chapterhouse in Cheliah. This training was rocky - as a foreigner he never quite fit in, and though he practiced hard with horse, bow, sword, and polearm, his technique, informed by his father's tutelage, is rather odd compared to the other cavaliers of Cheliah.

He has just earned his spurs and has returned to Sandpoint, only to find his mother and father dead, with Ameiko his only relative in the town. Despite his Order of the Dragon training, he is too immature to have fully bought into the order's ideology. He is still fixated on personal glory and proving himself. His sister taught him about Shelyn when he was young, and his father made him memorize books on bushido, but he still has a lot to learn about being truly worthy and honorable.

Akumu

Male Horse - CL2 - CR 2

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
REFLEX (DEXTERITY)	+4	=	+3	+1			
WILL (WISDOM)	+1	=		+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=		+1	-1	+4			

Touch AC	10	Flat-Footed AC	13
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		BAB	Strength	Size	Misc
CM Bonus	+5	= +1	+3	+1	-

			BAB	Strength	Dexterity	Size
CM Defense	16	= 10	+1	+3	+1	+1

Total	Damage / Current HP
HP 17	

Base Attack	+1	Initiative	+1
		Speed	50 ft

Bite (Horse)

Mainhand: **+3, 1d4+3** Crit: 20/x2
Light, B/P/S

Hooves x2 (Horse)

Mainhand: **+3, 1d6+3** Crit: 20/x2
Light, B

Unarmed Strike

Mainhand: **+3, 1d4+3** Crit: 20/x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (1)	1	
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-3	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	

Feats, Traits & Flaws

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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Attack [Trick] (Combat Riding [Trick])

The animal will attack on command.

Attack Any Target [Trick]

The animal will attack any creature on command.

Combat Riding [Trick]

The animal has been trained to bear a rider into combat.

Come [Trick] (Combat Riding [Trick])

The animal will come to you on command.

Defend [Trick] (Combat Riding [Trick])

The animal will defend you.

Down [Trick] (Combat Riding [Trick])

The animal will break off combat on command.

Guard [Trick] (Combat Riding [Trick])

The animal stays in place and prevents others from approaching.

Heel [Trick] (Combat Riding [Trick])

The animal will follow you.

Power Attack -1/+2

You can subtract from your attack roll to add to your damage.

Special Abilities

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Gear

Total Weight Carried: 0/690lbs, Light Load
(Light: 228lbs, Medium: 459lbs, Heavy: 690lbs)

Experience & Wealth

Current Cash: **You have no money!**

Tracked Resources

Action Points

☐☐☐☐☐

Background