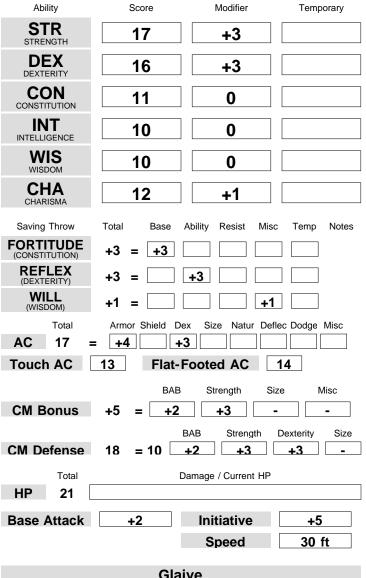
## Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian) Samurai 2 - CR 1

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

Skin: Yellow



#### **Glaive**

Both Hands: +5, 1d10+4 Crit: 20/x3 2-Hand, S

## Longbow

Ranged, Both Hands: +5, 1d8 Crit: 20/x3 Rng: 100' 2-Hand, P

#### Longsword

Mainhand: +5, 1d8+3 Crit: 19-20/x2 1-Hand, S Both Hands: +5. 1d8+4

#### **Unarmed Strike**

Crit: 20/x2 Mainhand: **+5**, **1d3+3** Light, B, Nonlethal







Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	. ор
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+2	STR (3)	-	
Diplomacy	+5	CHA (1)	1	
Disguise	+1	CHA (1)	-	
<sup>U</sup> Escape Artist	+2	DEX (3)	-	
<sup>0</sup> Fly	+2	DEX (3)	-	
Handle Animal	+5	CHA (1)	1	
Heal	+0	WIS (0)	-	
Intimidate	+5	CHA (1)	1	
Perception	+5	WIS (0)	2	
<sup>0</sup> Ride	+7	DEX (3)	2	
Sense Motive	+4	WIS (0)	1	
<sup>0</sup> Stealth	+2	DEX (3)	-	
Survival	+5	WIS (0)	2	
<sup>0</sup> Swim	+6	STR (3)	1	

## 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.

#### Gear Total Weight Carried: 64/260lbs, Light Load (Light: 86lbs, Medium: 173lbs, Heavy: 260lbs) **Armored Coat** 20 lbs Cricket cage Firework, Desnan candle Glaive 10 lbs Longbow 3 lbs Longsword 4 lbs Masterwork Chain Shirt 25 lbs Monk's Outfit (Free) Potion of Cure Moderate Wounds **Tindertwig** Whispering Shrike 2 lbs Whispering Shrike Crit: 18-20/x2 Mainhand: +6. 1d6+4 Light, P/S, Deadly

# **Armored Coat**

+4

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

#### Masterwork Chain Shirt

+4

Max Dex: +4, Armor Check: -1 Spell Fail: 20%, Light

### Feats, Traits & Flaws

Reactionary +2 Initiative

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**

+1 Ride while riding your bonded mount. (Ex)

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

Aid Allies +3 (Ex)

At 2nd level, whenever an order of the dragon cavalier uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check. At 8th level, and every six levels thereafter, this

## Animal Companion Link (Ex)

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

#### Dragon's Challenge +2/+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)

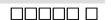
An order of the dragon cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, whenever an order of the dragon cavalier uses Survival to provide food and water for his allies or to protect his allies from harsh weather,

#### 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 aff lictions. 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** 



## **Experience & Wealth**

Experience Points: 2000/5000

Current Cash: 222 GP

Tracked Resources	
Dragon's Challenge +2/+1 (1/day) (Ex)	
Firework, Desnan candle	
Potion of Cure Moderate Wounds	
Resolve (1/day) (Ex)	
Shield Other (1/day)	
Languages	
Common Tien	

### **Companions**

Akumu (Animal Companion), Male Horse - CL3 - CR 3

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

HP: 23/23; Init: +1; Speed: 50 feet

Attack Bonus: +1; Armor Class: 14 / 10Tch / 13Fl

Acrobatics +5, Fly -1, Perception +5, Stealth -3, Swim +7

Bite (Horse) +4, 1d4+3, 20/x2 Hooves x2 (Horse) +4 x2, 1d6+3, 20/x2 Unarmed Strike +4, 1d4+3, 20/x2

Special: Attack Any Target [Trick], Combat Riding [Trick], Improved Overrun, 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 Cheliax. 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 Cheliax.

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**

Score

16

13

Modifier

+3

+1

Temporary

## Male Horse - CL3 - CR 3

True Neutral Animal

Ability

STR

STRENGTH **DEX** 

DEXTERITY

DEXTERITY			
CON	15	+2	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	
Saving Throw	Total Base	Ability Resist Mi	sc Temp Notes
FORTITUDE (CONSTITUTION)	+5 = +3	+2	
REFLEX (DEXTERITY)	+4 = +3	+1	
WILL (WISDOM)	+2 = +1	+1	
Total <b>AC 14 =</b>	Armor Shield De		eflec Dodge Misc
Touch AC	10 Flat-	Footed AC	13
	BAB	Strength	Size Misc
CM Bonus +8 Overrunning	+6 = +2	+3	+1 -
BAB Strength Dexterity Size  CM Defense 17 = 10 +2 +3 +1 +1			
Total	Γ	Damage / Current HF	,
HP 23			
Base Attack	+2	Initiative	+1
		Speed	50 ft
Bite (Horse)			
Mainhand: <b>+4</b> , <b>1d4+3</b> Crit: 20/x2 Light, B/P/S			
Hooves x2 (Horse)			
Mainhand: <b>+4</b> , <b>1d6+3</b> Crit: 20/x2 Light, B			
Unarmed Strike			
Mainhand: +	4, 1d4+3	Lig	Crit: 20/x2 ht, B, Nonlethal





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (1)	1	
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
<sup>17</sup> Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
<sup>0</sup> Escape Artist	+1	DEX (1)	-	
<sup>0</sup> Fly	-1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
<sup>U</sup> Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
<sup>U</sup> Stealth	-3	DEX (1)	-	
Survival	+1	WIS (1)	-	
<sup>17</sup> Swim	+7	STR (3)	1	

## 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.

#### Improved Overrun

You Overrun at +2, and your opponent cannot choose to avoid / block 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.

Total Weight Carried: 0/690lbs, Light Load (Light: 228lbs, Medium: 459lbs, Heavy: 690lbs)	Current Cash: You have no money!
Tracked Resources	
Action Points	
Background	

**Experience & Wealth** 

Gear