

Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian-Shu) Samurai 3 - CR 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)	+3	=	+3				
REFLEX (DEXTERITY)	+4	=	+1	+3			
WILL (WISDOM)	+2	=	+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	+6	=	+3	+3	-

		BAB	Strength	Dexterity	Size
CM Defense	19	=	10	+3	+3

	Total	Damage / Current HP
HP	23	
Base Attack	+3	
Initiative	+5	
Speed	30 ft	

Glaive

Both Hands: **+6, 1d10+4** Crit: 20/x3
2-Hand, S

Longbow

Ranged, Both Hands: **+6, 1d8** Crit: 20/x3
Rng: 100'
2-Hand, P

Longsword

Mainhand: **+6, 1d8+3** Crit: 19-20/x2
Both Hands: **+6, 1d8+4** 1-Hand, S

Unarmed Strike

Mainhand: **+6, 1d3+3** Crit: 20/x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+6	STR (3)	1	
Diplomacy	+6	CHA (1)	2	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Handle Animal	+5	CHA (1)	1	
Heal	+0	WIS (0)	-	
Intimidate	+5	CHA (1)	1	
Perception	+6	WIS (0)	3	
Perform (String Instruments)	+2	CHA (1)	1	
Ride	+8	DEX (3)	3	
Sense Motive	+4	WIS (0)	1	
Stealth	+2	DEX (3)	-	
Survival	+5	WIS (0)	2	
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.

Point Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Feats, Traits & Flaws

Power Attack -1/+2

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

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.

Whispering Shrike

Mainhand: **+7, 1d6+4**

Crit: 18-20/x2
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

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)	-
Tindertwig	
Whispering Shrike	2 lbs

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 +3/+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 (2/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

Weapon Expertise: Longbow (Ex)

At 3rd level, a samurai gains an unparalleled expertise with his chosen weapons.

At 3rd level, the samurai selects either the katana, longbow, naginata, or wakizashi. The samurai can draw the selected weapon as a free action as if he

Experience & Wealth

Experience Points: **5000**/9000

Current Cash: **222 GP**

Tracked Resources

Action Points

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Dragon's Challenge +3/+1 (1/day) (Ex)

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Firework, Desnan candle

☐

Resolve (2/day) (Ex)

☐☐

Shield Other (1/day)

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Languages

Common

Tien

Companions

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

STR **17** (+3), DEX **14** (+2), CON **15** (+2), INT **2** (-4),
WIS **12** (+1), CHA **6** (-2); Fortitude **+5**, Reflex **+5**, Will **+2**

HP: 24/24; Init: +2; Speed: 50 feet

Attack Bonus: +1; Armor Class: 17 / 11 Tch / 15 FI

Acrobatics **+6**, Fly **+0**, Perception **+5**, Stealth **-2**, 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], Evasion (Ex), 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 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.

Relationship Scores

Ameiko: 10

Sandru: 2

Shalelu: 4

Fate Points: 3

Akumu

Male Horse - CL3 - CR 3

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	14	+2	
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)	+5	=	+3	+2			
WILL (WISDOM)	+2	=	+1	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=		+2	-1	+6			

Touch AC	11	Flat-Footed AC	15
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		BAB	Strength	Size	Misc	
CM Bonus	+6	=	+2	+3	+1	-

		BAB	Strength	Dexterity	Size
CM Defense	18 = 10	+2	+3	+2	+1

Total	Damage / Current HP
HP 24	

Base Attack	+2	Initiative	+2
		Speed	50 ft

Bite (Horse)

Mainhand: **+4, 1d4+3** Crit: 20/x2
Light, B/P/S

Hooves x2 (Horse)

Mainhand: **+4, 1d6+3** Crit: 20/x2
Light, B

Unarmed Strike

Mainhand: **+4, 1d4+3** Crit: 20/x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (2)	1	
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-2	DEX (2)	-	
Survival	+1	WIS (1)	-	
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

Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

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.

Tracked Resources

Action Points

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Experience & Wealth

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

Background