

## Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian-Shu) Samurai 4 - CR 3

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>11</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

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

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

		BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+8</b>	=	<b>+4</b>	<b>+4</b>	<b>-</b>

		BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>21</b>	=	<b>10</b>	<b>+4</b>	<b>+4</b>

	Total	Damage / Current HP
<b>HP</b>	<b>31</b>	

<b>Base Attack</b>	<b>+4</b>	<b>Initiative</b>	<b>+5</b>
		<b>Speed</b>	<b>30 ft</b>

### +1 Longsword

Mainhand: **+9, 1d8+5** Crit: 19-20/x2  
Both Hands: **+9, 1d8+7** 1-Hand, S

### Glaive

Both Hands: **+8, 1d10+6** Crit: 20/x3  
2-Hand, S

### Longbow

Ranged, Both Hands: **+7, 1d8** Crit: 20/x3  
Rng: 100'  
2-Hand, P

### Longbow, Comp. (Str +2)

Ranged, Both Hands: **+7, 1d8+2** Crit: 20/x3  
Rng: 110'  
2-Hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (3)	-	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+7</b>	STR (4)	1	
<b>Diplomacy</b>	<b>+8</b>	CHA (1)	4	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (3)	-	
<b>Fly</b>	<b>+2</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+5</b>	CHA (1)	1	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+5</b>	CHA (1)	1	
<b>Perception</b>	<b>+7</b>	WIS (0)	4	
<b>Perform (String Instruments)</b>	<b>+2</b>	CHA (1)	1	
<b>Ride</b>	<b>+9</b>	DEX (3)	4	
<b>Sense Motive</b>	<b>+4</b>	WIS (0)	1	
<b>Stealth</b>	<b>+2</b>	DEX (3)	-	
<b>Survival</b>	<b>+6</b>	WIS (0)	3	
<b>Swim</b>	<b>+7</b>	STR (4)	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 -2/+4

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 -2/+4

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.

## Longsword

Mainhand: **+8, 1d8+4**

Crit: 19-20/x2

Both Hands: **+8, 1d8+6**

1-Hand, S

### Unarmed Strike

Mainhand: **+8, 1d3+4**

Crit: 20/x2

Light, B, Nonlethal

## Whispering Shrike

Mainhand: **+9, 1d6+5**

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: 74/300lbs, Light Load

(Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

+1 Longsword	4 lbs
Alchemist's Fire Flask x2	1 lb
Armored Coat	20 lbs
Cricket cage	-
Firework, Desnan candle	
Glaive	10 lbs
Holy Water Flask	1 lb
Longbow	3 lbs
Longbow, Comp. (Str +2)	3 lbs
Longsword	4 lbs
Masterwork Chain Shirt	25 lbs
Monk's Outfit (Free)	-
Play: "The Cuckolded Cuckoo"	-
Potion of Cure Light Wounds	-
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

## Experience & Wealth

Experience Points: **9000/15000**

Current Cash: **222 GP**

## Special Abilities

### 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

### Dragon's Challenge +4/+2 (2/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

### Dragon's Skills +2 (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

### Mounted Archer (Ex)

At 4th level, the samurai becomes skilled at firing ranged weapons while mounted. A samurai only takes a -2 penalty on attack rolls with ranged weapons while his mount takes a double move. This penalty increases to -4

### 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

### 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

## Tracked Resources

Action Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Alchemist's Fire Flask	<input type="checkbox"/> <input type="checkbox"/>
Dragon's Challenge +4/+2 (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>
Firework, Desnan candle	<input type="checkbox"/>
Holy Water Flask	<input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/>
Resolve (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>
Shield Other (1/day)	<input type="checkbox"/>

## Languages

Common

Tien

## Companions

### Akumu (Animal Companion), Male Horse - CL4 - CR 4

STR **20** (+5), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+7**, Reflex **+6**, Will **+2**

HP: 35/35; Init: +2; Speed: 50 feet

Attack Bonus: +2; Armor Class: 17 / 11Tch / 15Fl

Acrobatics **+6**, Fly **+0**, Perception **+6**, Stealth **-2**, Swim **+9**

Bite (Horse) **+7, 1d4+5**, 20/x2

Hooves x2 (Horse) **+7 x2, 1d6+5**, 20/x2

Unarmed Strike **+7, 1d4+5**, 20/x2

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

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 earned his spurs and has returned to Sandpoint, only to find his mother and father dead, with Ameiko his only relative in the town. With her leaving, he set out with the caravan mainly because he had nowhere else to go, and at heart he desires a sense of belonging.

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: 13

Sandru: 2

Shalelu: 4

Koya: 3

Spivey: 2

Kelda: 2

Fate Points: 4

## Akumu

Male Horse - CL4 - CR 4

True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	20	+5	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	17	+3	
<b>INT</b> INTELLIGENCE	2	-4	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+7	=	+4	+3			
<b>REFLEX</b> (DEXTERITY)	+6	=	+4	+2			
<b>WILL</b> (WISDOM)	+2	=	+1	+1			

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

<b>Touch AC</b>	11	<b>Flat-Footed AC</b>	15
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	BAB	Strength	Size	Misc
<b>CM Bonus</b> +9 =	+3	+5	+1	-

+11 Overrunning

	BAB	Strength	Dexterity	Size
<b>CM Defense</b> 21 = 10	+3	+5	+2	+1

Total	Damage / Current HP
<b>HP</b> 35	

<b>Base Attack</b>	+3	<b>Initiative</b>	+2
		<b>Speed</b>	50 ft

### Bite (Horse)

Mainhand: **+7, 1d4+5** Crit: 20/x2  
Light, B/P/S

### Hooves x2 (Horse)

Mainhand: **+7, 1d6+5** Crit: 20/x2  
Light, B

### Unarmed Strike

Mainhand: **+7, 1d4+5** Crit: 20/x2  
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+6	DEX (2)	1	
<b>Appraise</b>	-4	INT (-4)	-	
<b>Bluff</b>	-2	CHA (-2)	-	
<b>Climb</b>	+5	STR (5)	-	
<b>Diplomacy</b>	-2	CHA (-2)	-	
<b>Disguise</b>	-2	CHA (-2)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+0	DEX (2)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	-2	CHA (-2)	-	
<b>Perception</b>	+6	WIS (1)	2	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	-2	DEX (2)	-	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+9	STR (5)	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.

### Stay [Trick]

The animal will stay where it is.

## 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