

Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian-Shu) Samurai 6 - CR 5

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 | 18 | +4 | |
| 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) | +5 | = | +5 | | | | |
| REFLEX (DEXTERITY) | +5 | = | +2 | +3 | | | |
| WILL (WISDOM) | +3 | = | +2 | | +1 | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|---------------------|-----------|-----------|-----|-----------|-------|-----------|-----------|------|
| AC 20 | = | +5 | | +3 | | +1 | +1 | |
| Touch AC | 14 | | | | | | | |
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| CM Bonus | BAB | Strength | Size | Misc |
|------------|-----|-----------|-----------|----------|
| +10 | = | +6 | +4 | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|-----------|-----------|-----------|
| 24 | = | 10 | +6 | +4 |
| | | | +3 | - |

| Total | Damage / Current HP |
|---------------------|---------------------|
| HP 50 | |

| Base Attack | Initiative | Speed |
|-------------|------------|--------------|
| +6 | +5 | 30 ft |

Heavy Shield Bash

Mainhand: **+10/+5, 1d4+4** Crit: 20/x2
Both Hands: **+10/+5, 1d4+6** 1-Hand, B
+1 Longbow, Composite (Str +4)

Ranged, Both Hands: **+12/+7, 1d8+5** Crit: 20/x3
Rng: 110'
2-Hand, P

Glaive

Both Hands: **+10/+5, 1d10+6** Crit: 20/x3
2-Hand, S

Lance

Both Hands: **+10/+5, 1d8+6** Crit: 20/x3
2-Hand, P



| Skill Name | Total | Ability | Ranks | Temp |
|-------------------------------------|------------|---------|-------|------|
| Acrobatics | +2 | DEX (3) | - | |
| Appraise | +0 | INT (0) | - | |
| Bluff | +8 | CHA (1) | 1 | |
| Climb | +7 | STR (4) | 1 | |
| Diplomacy | +13 | CHA (1) | 6 | |
| Disguise | +4 | CHA (1) | - | |
| Escape Artist | +2 | DEX (3) | - | |
| Fly | +2 | DEX (3) | - | |
| Handle Animal | +8 | CHA (1) | 1 | |
| Heal | +0 | WIS (0) | - | |
| Intimidate | +8 | CHA (1) | 1 | |
| Perception | +9 | WIS (0) | 6 | |
| Perform (String Instruments) | +5 | CHA (1) | 1 | |
| Ride | +11 | DEX (3) | 6 | |
| Sense Motive | +6 | WIS (0) | 3 | |
| Stealth | +2 | DEX (3) | - | |
| Survival | +7 | WIS (0) | 4 | |
| Swim | +8 | STR (4) | 2 | |

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 Dexterity- and Strength-based skill 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 Dexterity- and Strength-based skill 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 Dexterity- and Strength-based skill 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.

Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

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.

Weapon Focus: Longbow

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Younger Sibling: Ameiko (Ex)

+1 vs foes threatening sibling.

Longbow

Ranged, Both Hands: **+11/+6, 1d8** Crit: 20/x3
Rng: 100'
2-Hand, P

Longsword

Mainhand: **+10/+5, 1d8+4** Crit: 19-20/x2
Both Hands: **+10/+5, 1d8+6** 1-Hand, S

Masterwork Glaive-Guisarme

Both Hands: **+11/+6, 1d10+6** Crit: 20/x3
2-Hand, S, Brace

Suishen, Guardian of the Amatatsu

Mainhand: **+12/+7, 1d8+6** Crit: 18-20/x2
Both Hands: **+12/+7, 1d8+8** 1-Hand, S, Deadly

Unarmed Strike

Mainhand: **+10/+5, 1d3+4** Crit: 20/x2
Light, B, Nonlethal

Whispering Shrike

Mainhand: **+11/+6, 1d6+5** Crit: 18-20/x2
Light, P/S, Deadly

+1 Chain Shirt

+5

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

Armored Coat

+4

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

Masterwork Shield, Heavy Steel

+2

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Gear

Total Weight Carried: 85/300lbs, Light Load
(Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Heavy Shield Bash

+1 Chain Shirt

25 lbs

Experience & Wealth

Experience Points: **23000/35000**

Current Cash: **684 GP, 4 SP, 5 CP, 65 GP of Valuables**

Gear

Total Weight Carried: 85/300lbs, Light Load

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

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|---|----------|
| +1 Longbow, Composite (Str +4) | 3 lbs |
| +2 Bane (Outsiders) Arrows x50 | 0.15 lbs |
| 2 +2 outsider bane arrows | - |
| Adventurer's Sash (7 @ 5 lbs) | 3 lbs |
| Alchemist's Fire Flask x2 <In: Adventurer's Sash (7 @ 5 lbs)> | 1 lb |
| Amulet of Natural Armor +1 | - |
| Armored Coat <In: Caravan> | 20 lbs |
| Bag of Devouring (empty) <In: Caravan> | 15 lbs |
| Bracers of Archery, Lesser | 1 lb |
| Circlet of Persuasion | - |
| Climber's kit | 5 lbs |
| Cold weather outfit <In: Caravan> | 7 lbs |
| Cricket cage | - |
| Dye Arrows x50 | 0.15 lbs |
| Fancy Jade Raven Statuette (worth 50 gp) | - |
| Firework, Desnan candle <In: Adventurer's Sash (7 @ 5 lbs)> | 3 lbs |
| Flag <In: Akumu> | - |
| Fugitive's Grenade | 1 lb |
| Gilded Drinking Horn (worth 15 gp) | 10 lbs |
| Glaive <In: Caravan> | 10 lbs |
| Ink (1 oz. vial, black) <In: Adventurer's Sash (7 @ 5 lbs)> | 10 lbs |
| Lance <In: Akumu> | 3 lbs |
| Longbow <In: Caravan> | 4 lbs |
| Longsword <In: Caravan> | 2 lbs |
| Manacles <In: Adventurer's Sash (7 @ 5 lbs)> | 10 lbs |
| Masterwork Glaive-Guisarme | 15 lbs |
| Masterwork Shield, Heavy Steel <In: Akumu> | - |
| Monk's Outfit (Free) | 3 lbs |
| Musical instrument: Samisen <In: Caravan> | - |
| Play: "The Cuckolded Cuckoo" | - |
| Potion of Cure Light Wounds | - |
| Potion of Cure Moderate Wounds | - |
| Potion of Vanish | - |
| Potion of Vanish | - |
| Ring of Protection, +1 | - |
| Scabbard of Vigor (1/day) | 3 lbs |
| Shinobi shozoku | 2 lbs |
| Snow Goggles | - |
| Snowshoes | 4 lbs |
| Suishen, Guardian of the Amatatsu | 6 lbs |
| Target Dummy, Average <In: Caravan> | 30 lbs |
| Thunderstone <In: Adventurer's Sash (7 @ 5 lbs)> | 1 lb |
| Tindertwig <In: Adventurer's Sash (7 @ 5 lbs)> | 2 lbs |
| Whispering Shrike | |

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

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 Animal

Banner +2/+1 (Ex)

At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1

Dragon's Challenge +6/+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 of

Dragon's Skills +3 (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

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 while his

Resolve (3/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

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

Tracked Resources

Thunderstone

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Languages

Common

Tien

Companions

Akumu (Animal Companion), Male Horse - CL6 - CR 6

STR **21** (+5), DEX **15** (+2), CON **17** (+3), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+8**, Reflex **+7**, Will **+3**

HP: 51/51; Init: +2; Speed: 50 feet

Attack Bonus: +3; Armor Class: 22 / 11 Tch / 20 Fl

Acrobatics **+5**, Climb **+4**, Escape Artist **+1**, Fly **-1**, Perception **+7**, Ride **+1**, Stealth **+1**, Swim **+8**

Bite (Horse) **+8**, **1d4+5**, 20/x2

Hooves x2 (Horse) **+8 x2**, **1d6+5**, 20/x2

Unarmed Strike **+8**, **1d4+5**, 20/x2

Special: Attack Any Target [Trick], Charge Through, Combat Riding [Trick], Devotion +4 (Ex), Evasion (Ex), Improved Overrun, Low-Light Vision, Power Attack -2/+4, Scent (Ex), Stay [Trick]

Charges: Action Points - **0/5**

Tracked Resources

+2 Bane (Outsiders) Arrows

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Action Points

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Air Walk (3/day)

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Alchemist's Fire Flask

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Daylight (3/day)

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Dragon's Challenge +6/+2 (2/day) (Ex)

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Dye Arrows

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Firework, Desnan candle

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Potion of Cure Light Wounds

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Potion of Cure Moderate Wounds

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Potion of Vanish

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Potion of Vanish

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Resist Energy (cold) (3/day)

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Resolve (3/day) (Ex)

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Scabbard of Vigor (1/day)

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See Invisibility (3/day)

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Shield Other (1/day)

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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 returned to Sandpoint, only to find his mother and father dead and 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: 14

Sandru: 2

Shalelu: 4

Koya: 3

Spivey: 2

Kelda: 2

Fate Points: 3

Akumu

Male Horse - CL6 - CR 6

True Neutral Animal

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 21 | +5 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 17 | +3 | |
| INT INTELLIGENCE | 2 | -4 | |
| WIS WISDOM | 12 | +1 | |
| CHA CHARISMA | 6 | -2 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +8 | = | +5 | +3 | | | |
| REFLEX (DEXTERITY) | +7 | = | +5 | +2 | | | |
| WILL (WISDOM) | +3 | = | +2 | +1 | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 22 | = | +3 | | +2 | -1 | +8 | | |

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| Touch AC | 11 | Flat-Footed AC | 20 |
|-----------------|----|-----------------------|----|

| CM Bonus | +10 | = | BAB | Strength | Size | Misc |
|-----------------|-----|---|-----|----------|------|------|
| +12 Overrunning | | | +4 | +5 | +1 | - |

| CM Defense | 22 | = | BAB | Strength | Dexterity | Size |
|------------|----|---|-----|----------|-----------|------|
| | | | +4 | +5 | +2 | +1 |

| Total | HP | 51 | Damage / Current HP |
|-------|----|----|---------------------|
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|--------------------|----|-------------------|-------|
| Base Attack | +4 | Initiative | +2 |
| | | Speed | 50 ft |

Bite (Horse)

Mainhand: **+8, 1d4+5** Crit: 20/x2
Light, B/P/S

Hooves x2 (Horse)

Mainhand: **+8, 1d6+5** Crit: 20/x2
Light, B

Unarmed Strike

Mainhand: **+8, 1d4+5** Crit: 20/x2
Light, B, Nonlethal

Parade Armor

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light



| Skill Name | Total | Ability | Ranks | Temp |
|----------------------|-----------|----------|-------|------|
| Acrobatics | +5 | DEX (2) | 1 | |
| Appraise | -4 | INT (-4) | - | |
| Bluff | -2 | CHA (-2) | - | |
| Climb | +4 | STR (5) | - | |
| Diplomacy | -2 | CHA (-2) | - | |
| Disguise | -2 | CHA (-2) | - | |
| Escape Artist | +1 | DEX (2) | - | |
| Fly | -1 | DEX (2) | - | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | -2 | CHA (-2) | - | |
| Perception | +7 | WIS (1) | 3 | |
| Ride | +1 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Stealth | +1 | DEX (2) | 1 | |
| Survival | +1 | WIS (1) | - | |
| Swim | +8 | 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 Dexterity- and Strength-based skill checks.

Attack [Trick] (Combat Riding [Trick])

The animal will attack on command.

Attack Any Target [Trick]

The animal will attack any creature on command.

Charge Through

You can make a free overrun as part of a charge.

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 -2/+4

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

Stay [Trick]

The animal will stay where it is.

Special Abilities

Devotion +4 (Ex)

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

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.

Gear

Total Weight Carried: 78/1380lbs, Light Load
(Light: 459lbs, Medium: 918lbs, Heavy: 1380lbs)

| | |
|--------------------|--------|
| Parade Armor | 40 lbs |
| Saddle (Military) | 30 lbs |
| Saddlebags (empty) | 8 lbs |

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.

Tracked Resources

Action Points ☐☐☐☐☐

Background

Experience & Wealth

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