

Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian-Shu) Samurai 7 - CR 6

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)	+7	=	+5		+2		
REFLEX (DEXTERITY)	+7	=	+2	+3	+2		
WILL (WISDOM)	+5	=	+2		+2	+1	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+5		+3		+1	+1	
Touch AC	14							

CM Bonus	BAB	Strength	Size	Misc
+11	=	+7	+4	-

CM Defense	BAB	Strength	Dexterity	Size
25	=	10	+7	+4

Total	Damage / Current HP
HP 60	

Base Attack	Initiative	Speed
+7	+5	30 ft

Heavy Shield Bash

Mainhand: **+9/+4, 1d4+8** Crit: 20/x2
Both Hands: **+9/+4, 1d4+12** 1-Hand, B
+1 Longbow, Composite (Str +4)

Ranged, Both Hands: **+13/+8, 1d8+3** Crit: 20/x3
Rng: 110'
2-Hand, P

Claws of the Ice Bear (3/day)

Mainhand: **+9/+4, 1d4+8** Crit: 20/x2
Light, P

Dye Arrows

Mainhand: **+5/+0,** Crit: N/A
Both Hands: **+5/+0,** N/A



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+8	CHA (1)	1	
Climb	+8	STR (4)	2	
Diplomacy	+14	CHA (1)	7	
Disguise	+4	CHA (1)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Handle Animal	+10	CHA (1)	3	
Heal	+0	WIS (0)	-	
Intimidate	+8	CHA (1)	1	
Perception	+10	WIS (0)	7	
Perform (String Instruments)	+5	CHA (1)	1	
Ride	+12	DEX (3)	7	
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.

Weapon Specialization: Longbow

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Younger Sibling: Ameiko (Ex)

+1 vs foes threatening sibling.

Glaive

Both Hands: **+9/+4, 1d10+12** Crit: 20/x3
2-Hand, S

Lance

Both Hands: **+9/+4, 1d8+12** Crit: 20/x3
2-Hand, P

Longbow

Ranged, Both Hands: **+12/+7, 1d8+2** Crit: 20/x3
Rng: 100'
2-Hand, P

Longsword

Mainhand: **+9/+4, 1d8+8** Crit: 19-20/x2
Both Hands: **+9/+4, 1d8+12** 1-Hand, S

Masterwork Glaive-Guisarme

Both Hands: **+10/+5, 1d10+12** Crit: 20/x3
2-Hand, S, Brace

Suishen, Guardian of the Amatsatsu

Mainhand: **+11/+6, 1d8+10** Crit: 18-20/x2
Both Hands: **+11/+6, 1d8+14** 1-Hand, S, Deadly

Unarmed Strike

Mainhand: **+9/+4, 1d3+8** Crit: 20/x2
Light, B, Nonlethal

Whispering Shrike

Mainhand: **+10/+5, 1d6+9** 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

Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **1384 GP, 4 SP, 5 CP, 65 GP of Valuables**

Masterwork Shield, Heavy Steel

+2

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

Gear

Total Weight Carried: 72.65/300lbs, Light Load (Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Heavy Shield Bash	-
+1 Chain Shirt	25 lbs
+1 Longbow, Composite (Str +4)	3 lbs
+2 Bane (Outsiders) Arrows x50 <In: Leather	0.15 lbs
Alchemist's Fire Flask x2	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	-
Claws of the Ice Bear (3/day)	1 lb
Climber's kit	5 lbs
Cloak of Resistance, +2	1 lb
Cold weather outfit <In: Caravan>	7 lbs
Cricket cage	-
Dye Arrows x50 <In: Leather Snowcaster Elf Quiver>	-
Fancy Jade Raven Statuette (worth 50 gp)	-
Firework, Desnan candle	-
Flag <In: Akumu>	3 lbs
Fugitive's Grenade	-
Gilded Drinking Horn (worth 15 gp)	1 lb
Glaive <In: Caravan>	10 lbs
Ink (1 oz. vial, black)	-
Lance <In: Akumu>	10 lbs
Leather Snowcaster Elf Quiver (101 @ 7.65 lbs)	-
Longbow <In: Caravan>	3 lbs
Longsword <In: Caravan>	4 lbs
Manacles	2 lbs
Masterwork Glaive-Guisarme	10 lbs
Masterwork Shield, Heavy Steel <In: Akumu>	15 lbs
Monk's Outfit (Free)	-
Musical instrument: Samisen <In: Caravan>	3 lbs
Play: "The Cuckolded Cuckoo"	-
Potion of Cure Light Wounds	-
Potion of Cure Moderate Wounds	-
Potion of Vanish	-
Potion of Vanish	-
Ring of Protection, +1	-
Rope, silk (50 ft.) <In: Akumu>	5 lbs
Scabbard of Vigor (1/day)	3 lbs
Shinobi shozoku <In: Caravan>	2 lbs
Slaying Arrow: Dragons <In: Leather Snowcaster	0.15 lbs
Snow Goggles <In: Akumu>	-
Snowshoes <In: Akumu>	4 lbs
Suishen, Guardian of the Amatsatsu	6 lbs
Terra-Cotta Talisman, Horse (1/day)	1 lb
Thunderstone x2	1 lb
Tindertwig	-

Gear

Whispering Shrike	2 lbs
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Special Abilities

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

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

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

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

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

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

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

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

At 3rd level, the 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

Action Points □□□□□ □□□

Alchemist's Fire Flask □□

Daylight (3/day) ☐ ☐ ☐

Firework, Desnan candle ☐

Potion of Cure Light Wounds ☐Potion of Vanish ☐

Tracked Resources

Thunderstone □□

Languages

Tien

Companions

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 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: 16

Sandru: 4

Shalelu: 5

Koya: 4

Spivey: 2

Ulf:

Skygni:

Kelda: 2

Fate Points: 0