

## Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian-Min) Samurai 8 - CR 7

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>17</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>+8</b>	=	<b>+6</b>		<b>+2</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	=	<b>+2</b>	<b>+3</b>	<b>+2</b>		
<b>WILL</b> (WISDOM)	<b>+5</b>	=	<b>+2</b>		<b>+2</b>	<b>+1</b>	

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

CM Bonus	BAB	Strength	Size	Misc
<b>+12</b>	=	<b>+8</b>	<b>+4</b>	<b>-</b>

CM Defense	BAB	Strength	Dexterity	Size
<b>26</b>	=	<b>10</b>	<b>+8</b>	<b>+4</b>
			<b>+3</b>	<b>-</b>

Total	Damage / Current HP
<b>HP</b> <b>63</b>	

Base Attack	Initiative	Speed
<b>+8</b>	<b>+5</b>	<b>30 ft</b>

### Heavy Shield Bash

Mainhand: **+12/+7, 1d4+4** Crit: 20/x2  
Both Hands: **+12/+7, 1d4+6** 1-Hand, B  
**+1 Longbow, Composite (Str +4)**

Ranged, Both Hands: **+14/+9, 1d8+7** Crit: 20/x3  
Rng: 110'  
2-Hand, P

### Claws of the Ice Bear (3/day)

Mainhand: **+12/+7, 1d4+4** Crit: 20/x2  
Light, P

### Glaive

Both Hands: **+12/+7, 1d10+6** Crit: 20/x3  
2-Hand, S



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>+8</b>	CHA (1)	1	
<b>Climb</b>	<b>+8</b>	STR (4)	2	
<b>Craft (Calligraphy)</b>	<b>+4</b>	INT (0)	1	
<b>Diplomacy</b>	<b>+15</b>	CHA (1)	8	
<b>Disguise</b>	<b>+4</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>+10</b>	CHA (1)	3	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+8</b>	CHA (1)	1	
<b>Perception</b>	<b>+11</b>	WIS (0)	8	
<b>Perform (String Instruments)</b>	<b>+5</b>	CHA (1)	1	
<b>Ride</b>	<b>+13</b>	DEX (3)	8	
<b>Sense Motive</b>	<b>+7</b>	WIS (0)	4	
<b>Stealth</b>	<b>+2</b>	DEX (3)	-	
<b>Survival</b>	<b>+7</b>	WIS (0)	4	
<b>Swim</b>	<b>+8</b>	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 -3/+6

Trade a penalty to ranged attacks for a bonus to ranged damage.

#### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

## Feats, Traits & Flaws

### Point Blank Shot

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

### Power Attack -3/+6

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.

## Lance

Both Hands: **+12/+7, 1d8+6**

Crit: 20/x3  
2-Hand, P

## Longbow

Ranged, Both Hands: **+13/+8, 1d8+2**

Crit: 20/x3  
Rng: 100'  
2-Hand, P

## Longsword

Mainhand: **+12/+7, 1d8+4**

Crit: 19-20/x2  
1-Hand, S

Both Hands: **+12/+7, 1d8+6**

## Masterwork Glaive-Guisarme

Both Hands: **+13/+8, 1d10+6**

Crit: 20/x3  
2-Hand, S, Brace

## Suishen, Guardian of the Amatatsu

Mainhand: **+14/+9, 1d8+6**

Crit: 18-20/x2

Both Hands: **+14/+9, 1d8+8**

1-Hand, S, Deadly

## Unarmed Strike

Mainhand: **+12/+7, 1d3+4**

Crit: 20/x2  
Light, B, Nonlethal

## Whispering Shrike

Mainhand: **+13/+8, 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

## Experience & Wealth

Experience Points: **51000/75000**

Current Cash: **2822 GP, 7 SP, 7 CP, 70 GP of Valuables**

## Masterwork Shield, Heavy Steel

**+2**

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

## Gear

**Total Weight Carried: 83.15/300lbs, 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: Quiver>	0.15 lbs
Adventurer's Sash (17 @ 13 lbs)	3 lbs
Alchemist's Fire Flask x2 <In: Adventurer's Sash (17 @ 13 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	-
Claws of the Ice Bear (3/day) <In: Adventurer's Sash (17 @ 13 lbs)>	1 lb
Climber's kit <In: Adventurer's Sash (17 @ 13 lbs)>	5 lbs
Cloak of Resistance, +2	1 lb
Cold weather outfit <In: Caravan>	7 lbs
Cricket cage	-
Crown of the World Trophy (worth 5 gp) <In: Adventurer's Sash (17 @ 13 lbs)>	1 lb
Dye Arrows x50 <In: Quiver>	0.15 lbs
Fancy Jade Raven Statuette (worth 50 gp)	-
Firework, Desnan candle <In: Adventurer's Sash (17 @ 13 lbs)>	3 lbs
Flag <In: Akumu>	-
Fugitive's Grenade <In: Adventurer's Sash (17 @ 13 lbs)>	-
Gem of Brightness <In: Adventurer's Sash (17 @ 13 lbs)>	-
Gilded Drinking Horn (worth 15 gp)	1 lb
Glaive <In: Caravan>	10 lbs
Ink (1 oz. vial, black) <In: Adventurer's Sash (17 @ 13 lbs)>	-
Lance <In: Akumu>	10 lbs
Longbow <In: Caravan>	3 lbs
Longsword <In: Caravan>	4 lbs
Manacles <In: Adventurer's Sash (17 @ 13 lbs)>	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 <In: Adventurer's Sash (17 @ 13 lbs)>	-
Potion of Cure Moderate Wounds <In: Adventurer's Sash (17 @ 13 lbs)>	-
Potion of Vanish <In: Adventurer's Sash (17 @ 13 lbs)>	-
Potion of Vanish <In: Adventurer's Sash (17 @ 13 lbs)>	-
Quiver (101 @ 15.15 lbs)	-
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: Quiver>	0.15 lbs
Snow Goggles <In: Akumu>	-
Snowshoes <In: Akumu>	4 lbs
Suishen, Guardian of the Amatatsu	6 lbs

## Gear

**Total Weight Carried: 83.15/300lbs, Light Load (Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)**

Target Dummy, Average <In: Caravan> 30 lbs  
Terra-Cotta Talisman, Horse (1/day) <In: Adventurer's 1 lb  
Thunderstone x2 <In: Adventurer's Sash (17 @ 13 1 lb  
Tindertwig <In: Adventurer's Sash (17 @ 13 lbs)>  
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 +4 (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

**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 +8/+3 (3/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 +4 (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 (4/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

**Strategy (Ex)**

At 8th level, the cavalier can spend a standard action to grant one of a number of bonuses to all allies within 30 feet (including himself). The allies must be able to see or hear the cavalier to receive this bonus. The cavalier can grant:

**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

**+2 Bane (Outsiders) Arrows** ☐☐☐☐☐ ☐☐☐☐☐  
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**Air Walk (3/day)** ☐☐☐

**Alchemist's Fire Flask** ☐☐

**Claws of the Ice Bear (3/day)** ☐☐☐

**Daylight (3/day)** ☐☐☐

**Dragon's Challenge +8/+3 (3/day) (Ex)** ☐☐☐

## Tracked Resources

**Dye Arrows** ☐☐☐☐☐ ☐☐☐☐☐  
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**Firework, Desnan candle** ☐

**Phantom Steed (1/day)** ☐

**Potion of Cure Light Wounds** ☐

**Potion of Cure Moderate Wounds** ☐

**Potion of Vanish** ☐

**Potion of Vanish** ☐

**Resist Energy (cold) (3/day)** ☐☐☐

**Resolve (4/day) (Ex)** ☐☐☐☐

**Scabbard of Vigor (1/day)** ☐

**See Invisibility (3/day)** ☐☐☐

**Shield Other (1/day)** ☐

**Slaying Arrow: Dragons** ☐

**Terra-Cotta Talisman, Horse (1/day)** ☐

**Thunderstone** ☐☐

## Languages

Common

Tien

Minkaian

## Companions

**Akumu (Animal Companion), Male Horse - CL7 - CR 7**

**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: 59/59; Init: +2; Speed: 50 feet**

**Attack Bonus: +4; Armor Class: 22 / 11 Tch / 20 Fl**

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

**Bite (Horse) +7, 1d4+9, 20/x2**

**Hooves x2 (Horse) +7 x2, 1d8+9, 20/x2**

**Unarmed Strike +7, 1d4+9, 20/x2**

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

## Background

Aspects:

Reckless Swordsman and Archer

All For One and One For All

Driven To Prove Himself

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 Cheliox. 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 Cheliox.

He earned his spurs at long last 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 in his heart he wants to belong somewhere, or to something. The group of Amatatsu scions has given him something to believe in.

His Order of the Dragon training taught putting the group above oneself. He was more fixated on personal glory and proving himself as a young cavalier but is learning more about teamwork every day. His father made him memorize books on bushido he did not understand at the time, but is on the road to learning what it means to be truly worthy and honorable.

His sister taught him about Shelyn when he was young, and he likes the goddess; he has taken up the samisen and calligraphy in her name.

### Relationship Scores

Ameiko: 19

Sandru: 8

Shalelu: 6

Koya: 5

Spivey: 2

Ulf: 0

Keida: 2

Fate Points: 3

## Akumu

Male Horse - CL7 - CR 7

True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	21	+5	
<b>DEX</b> DEXTERITY	15	+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)	+8	=	+5	+3			
<b>REFLEX</b> (DEXTERITY)	+7	=	+5	+2			
<b>WILL</b> (WISDOM)	+3	=	+2	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 22	=	+3		+2	-1	+8		

<b>Touch AC</b>	11	<b>Flat-Footed AC</b>	20
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CM Bonus	BAB	Strength	Size	Misc
+11	=	+5	+5	+1

+13 Overrunning

CM Defense	BAB	Strength	Dexterity	Size
23	=	+5	+5	+2

Total	Damage / Current HP
<b>HP</b> 59	

<b>Base Attack</b>	+5	<b>Initiative</b>	+2
		<b>Speed</b>	50 ft

### Bite (Horse)

Mainhand: +7, 1d4+9

Crit: 20/x2  
Light, B/P/S

### Hooves x2 (Horse)

Mainhand: +7, 1d8+9

Crit: 20/x2  
Light, B

### Unarmed Strike

Mainhand: +7, 1d4+9

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
<b>Acrobatics</b>	+5	DEX (2)	1	
<b>Appraise</b>	-4	INT (-4)	-	
<b>Bluff</b>	-2	CHA (-2)	-	
<b>Climb</b>	+8	STR (5)	1	
<b>Diplomacy</b>	-2	CHA (-2)	-	
<b>Disguise</b>	-2	CHA (-2)	-	
<b>Escape Artist</b>	+1	DEX (2)	-	
<b>Fly</b>	-1	DEX (2)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	-2	CHA (-2)	-	
<b>Perception</b>	+7	WIS (1)	3	
<b>Ride</b>	+1	DEX (2)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	+1	DEX (2)	1	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+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.

### Fetch [Trick]

The animal will get a specific object.

### 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 Natural Attack: Hooves x2 (Horse)

The damage of a natural attack increases by one step.

### 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.

## 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

### 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.

## Experience & Wealth

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

## Background