

## Yoshihiro Kaijitsu

Player: Ernest Mueller

Male Human (Tian-Min) Samurai 9 - CR 8

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>+8</b>	=	<b>+3</b>	<b>+3</b>	<b>+2</b>		
<b>WILL</b> (WISDOM)	<b>+6</b>	=	<b>+3</b>		<b>+2</b>	<b>+1</b>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>24</b>	=	<b>+10</b>		<b>+2</b>		<b>+1</b>	<b>+1</b>	
<b>Touch AC</b>	<b>13</b>							

CM Bonus	BAB	Strength	Size	Misc
<b>+13</b>	=	<b>+9</b>	<b>+4</b>	<b>-</b>

CM Defense	BAB	Strength	Dexterity	Size
<b>26</b>	=	<b>10</b>	<b>+9</b>	<b>+4</b>
			<b>+3</b>	<b>-</b>

Total	Damage / Current HP
<b>HP</b> <b>70</b>	

Base Attack	Initiative	Speed
<b>+9</b>	<b>+5</b>	<b>30 / 20 ft</b>

### Heavy Shield Bash

Mainhand: **+10/+5, 1d4+10** Crit: x2  
Both Hands: **+10/+5, 1d4+15** 1-Hand, B  
**+1 Longbow, Composite (Str +4)**

Ranged, Both Hands: **+15/+10, 1d8+7** Crit: x3  
Rng: 110'  
2-Hand, P

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

Mainhand: **+10/+5, 1d4+10** Crit: x2  
Light, P

### Glaive

Both Hands: **+10/+5, 1d10+15** Crit: 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>+4</b>	STR (4)	2	
<b>Craft (calligraphy)</b>	<b>+5</b>	INT (0)	2	
<b>Diplomacy</b>	<b>+16</b>	CHA (1)	9	
<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>Knowledge (nobility)</b>	<b>+1</b>	INT (0)	1	
<b>Perception</b>	<b>+12</b>	WIS (0)	9	
<b>Perform (string instruments)</b>	<b>+5</b>	CHA (1)	1	
<b>Ride</b>	<b>+10</b>	DEX (3)	9	
<b>Sense Motive</b>	<b>+8</b>	WIS (0)	5	
<b>Stealth</b>	<b>-2</b>	DEX (3)	-	
<b>Survival</b>	<b>+7</b>	WIS (0)	4	
<b>Swim</b>	<b>+4</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.

## Feats, Traits & Flaws

### Manyshot

You can shoot two arrows as the first attack of a full attack action.

### 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.

### 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: **+10/+5, 1d8+15**

Crit: x3  
2-Hand, P

## Longbow

Ranged, Both Hands: **+14/+9, 1d8+2**

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

## Longsword

Mainhand: **+10/+5, 1d8+10**

Crit: 19-20/x2

Both Hands: **+10/+5, 1d8+15**

1-Hand, S

## Masterwork Glaive-Guisarme

Both Hands: **+11/+6, 1d10+15**

Crit: x3  
2-Hand, S, Brace

## Suishen, Guardian of the Amatatsu

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

Crit: 18-20/x2

Both Hands: **+12/+7, 1d8+17**

1-Hand, S, Deadly

## Whispering Shrike

Mainhand: **+11/+6, 1d6+11**

Crit: 18-20/x2  
Light, P/S, Deadly

## +1 Breastplate

**+7**

Max Dex: +3, Armor Check: -3  
Spell Fail: 25%, Medium, Slows

## +2 O-yoroi

**+10**

Max Dex: +2, Armor Check: -5  
Spell Fail: 35%, Heavy, Slows

## Experience & Wealth

Experience Points: **75000/105000**

Current Cash: **1632 GP, 8 SP, 5 CP, 170 GP of Valuables**

## 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: 121/300lbs, Medium Load (Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)**

Heavy Shield Bash	-
+1 Arrows x50 <In: Efficient Quiver (151 @	0.15 lbs
+1 Breastplate	30 lbs
+1 Longbow, Composite (Str +4)	3 lbs
+2 Bane (Outsiders) Arrows x50 <In: Efficient	0.15 lbs
+2 O-yoroi	45 lbs
Adventurer's Sash (15 @ 13 lbs)	3 lbs
Alchemist's Fire Flask x2 <In: Adventurer's Sash (15	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	1 lb
Climber's kit <In: Adventurer's Sash (15 @ 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:	1 lb
Dye Arrows x50 <In: Efficient Quiver (151 @	0.15 lbs
Efficient Quiver (151 @ 22.65 lbs)	2 lbs
Fancy Jade Raven Statuette (worth 50 gp)	-
Firework, Desnan candle <In: Adventurer's Sash (15 @	3 lbs
Flag <In: Akumu>	3 lbs
Fugitive's Grenade <In: Adventurer's Sash (15 @ 13	-
Gem of Brightness <In: Adventurer's Sash (15 @ 13	-
Gilded Drinking Horn (worth 15 gp)	1 lb
Glaive <In: Caravan>	10 lbs
Gold Bracelet (worth 100 gp)	-
Ink (1 oz. vial, black) <In: Adventurer's Sash (15 @ 13	10 lbs
Lance <In: Akumu>	3 lbs
Longbow <In: Caravan>	4 lbs
Longsword <In: Caravan>	2 lbs
Manacles <In: Adventurer's Sash (15 @ 13 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 Serious Wounds x3	-
Potion of Displacement x2	-
Potion of Vanish <In: Adventurer's Sash (15 @ 13 lbs)>	-

## Gear

**Total Weight Carried: 121/300lbs, Medium Load (Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)**

Potion of Vanish <In: Adventurer's Sash (15 @ 13 lbs)> -  
 Quiver (empty) -  
 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: Efficient Quiver (151 @ 0.15 lbs)> 0.15 lbs  
 Snow Goggles <In: Akumu> -  
 Snowshoes <In: Akumu> 4 lbs  
 Suishen, Guardian of the Amatatsu 6 lbs  
 Target Dummy, Average <In: Caravan> 30 lbs  
 Terra-Cotta Talisman, Horse (1/day) <In: Adventurer's Sash (15 @ 13 lbs)> 1 lb  
 Thunderstone x2 <In: Adventurer's Sash (15 @ 13 lbs)> 1 lb  
 Tindertwig <In: Adventurer's Sash (15 @ 13 lbs)> -  
 Whispering Shrike 2 lbs

## Special Abilities

**+5 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 +9 (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

**Greater Resolve (5/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

**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

**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

**+1 Arrows**

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## Tracked Resources

**+2 Bane (Outsiders) Arrows**

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**Air Walk (3/day)**

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**Alchemist's Fire Flask**

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

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**Daylight (3/day)**

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**Dragon's Challenge +9 (3/day) (Ex)**

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**Dye Arrows**

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**Firework, Desnan candle**

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**Greater Resolve (5/day) (Ex)**

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**Phantom Steed (1/day)**

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**Potion of Cure Serious Wounds**

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**Potion of Displacement**

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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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**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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**Slaying Arrow (Dragons)**

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

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**Thunderstone**

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## Languages

Common  
 Minkaian

Tien

## Companions

**Akumu (Animal Companion), Male Horse - CL8 - CR 8**

**STR 22 (+6), DEX 16 (+3), CON 18 (+4), INT 2 (-4), WIS 12 (+1), CHA 6 (-2); Fortitude +10, Reflex +9, Will +3**

**HP: 75/75; Init: +3; Speed: 50 feet**

**Attack Bonus: +5/+0; Armor Class: 22 / 12 Tch / 19 Fl**

**Acrobatics +7, Climb +10, Fly +1, Perception +8, Stealth +3, Swim +10**

**Bite (Horse) +9, 1d4+10, x2**

**Hooves x2 (Horse) +9 x2, 1d8+10, x2**

**Special: Attack Any Target [Trick], Charge Through, Combat Riding [Trick], Devotion +4 (Ex), Evasion (Ex), Fetch [Trick], Improved Overrun, Low-Light Vision, Multiattack / Extra Attack, 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 Cheliax. 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 Cheliax.

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: 20

Sandru: 8

Shalelu: 6

Koya: 5

Spivey: 2

Ulf: 0

Keida: 2

Fate Points: 3

## Akumu

Male Horse - CL8 - CR 8

True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>22</b>	<b>+6</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>18</b>	<b>+4</b>	
<b>INT</b> INTELLIGENCE	<b>2</b>	<b>-4</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>6</b>	<b>-2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+10</b>	=	<b>+6</b>	<b>+4</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+9</b>	=	<b>+6</b>	<b>+3</b>			
<b>WILL</b> (WISDOM)	<b>+3</b>	=	<b>+2</b>	<b>+1</b>			

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>22</b>	=		<b>+3</b>	<b>-1</b>	<b>+10</b>			

<b>Touch AC</b>	<b>12</b>	<b>Flat-Footed AC</b>	<b>19</b>
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		BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+13</b>	= <b>+6</b>	<b>+6</b>	<b>+1</b>	<b>-</b>

+15 Overrunning

		BAB	Strength	Dexterity	Size	
<b>CM Defense</b>	<b>26</b>	<b>= 10</b>	<b>+6</b>	<b>+6</b>	<b>+3</b>	<b>+1</b>

	Total	Damage / Current HP
<b>HP</b>	<b>75</b>	

<b>Base Attack</b>	<b>+6</b>	<b>Initiative</b>	<b>+3</b>
		<b>Speed</b>	<b>50 ft</b>

### Bite (Horse)

Mainhand: **+9, 1d4+10**

Crit: x2  
Light, B/P/S

### Hooves x2 (Horse)

Mainhand: **+9, 1d8+10**

Crit: x2  
Light, B

### +1 Chain Shirt

**+5**

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

### Parade Armor

**+3**

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+7</b>	DEX (3)	1	
<b>Appraise</b>	<b>-4</b>	INT (-4)	-	
<b>Bluff</b>	<b>-2</b>	CHA (-2)	-	
<b>Climb</b>	<b>+10</b>	STR (6)	1	
<b>Diplomacy</b>	<b>-2</b>	CHA (-2)	-	
<b>Disguise</b>	<b>-2</b>	CHA (-2)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+1</b>	DEX (3)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>-2</b>	CHA (-2)	-	
<b>Perception</b>	<b>+8</b>	WIS (1)	4	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Stealth</b>	<b>+3</b>	DEX (3)	1	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+10</b>	STR (6)	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.

### Multiaction (Multiaction / Extra Attack)

Secondary attacks only take a -2 penalty instead of -5.

### 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.

## Gear

**Total Weight Carried: 128/1560lbs, Light Load  
(Light: 519lbs, Medium: 1038lbs, Heavy: 1560lbs)**

+1 Chain Shirt	50 lbs
Parade Armor	40 lbs
Saddle (Military)	30 lbs
Saddlebags (empty)	8 lbs

## 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.

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### Multiattack / Extra Attack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a

### 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