

Trinidad James

Player: Will

Male dwarf ranger (skirmisher) 2, Pathfinder Society
faction - CR 1

Chaotic Good Humanoid (Dwarf); Deity: **Gozreh**; Age: **51**;
Height: **4'**; Weight: **199 lb.**; Skin: **brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	8	-1	
WIS WISDOM	11	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+3	+1			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+6	=	+3	+3			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+0	=					
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+3		+3				
Touch AC	13								
Flat-Footed AC	13								

Defensive Training +4: +4 dodge bonus vs. Giants

			BAB	Strength	Size	Misc
CM Bonus	+3	=	+2	+1	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	16 = 10	+2	+1	+3	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+2	HP	19
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Favored Enemy (Giants +2): +2 vs. giants, **Hatred +1**: +1 vs. humanoids with the orc and goblinoid subtype,
Giant Slayer: +1 trait bonus vs. giant subtype creatures

Initiative	+3
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Speed	20 ft
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Horsechopper

Main hand: **+2, 1d8+1** Crit: $\times 3$
Both hands: **+2, 1d8+1** 1-hand, P/S,

Favored Enemy (Giants +2): +2 vs. giants, **Hatred +1**: +1 vs. humanoids with the orc and goblinoid subtype, **Giant Slayer**: +1 trait bonus vs. giant subtype creatures

Longbow

Ranged, both hands: **+5, 1d8** Crit: $\times 3$
Rng: 100'
2-hand, P

Favored Enemy (Giants +2): +2 vs. giants, **Hatred +1**: +1 vs. humanoids with the orc and goblinoid subtype, **Giant Slayer**: +1 trait bonus vs. giant subtype creatures



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	-1	INT (-1)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	+3	CHA (3)	-	
Favored Enemy (Giants +2): +2 vs. giants, Giant Slayer : +1 trait bonus vs. giant subtype creatures				
Climb	+4	STR (1)	1	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Handle Animal	+7	CHA (3)	1	
Heal	+4	WIS (0)	1	
Intimidate	+7	CHA (3)	1	
Knowledge (dungeoneering)	+3	INT (-1)	1	
Knowledge (geography)	+3	INT (-1)	1	
Perception	+4	WIS (0)	1	
Favored Enemy (Giants +2): +2 vs. giants, Stonecunning : +2 racial bonus to notice unusual stonework, Giant Slayer : +1 trait bonus vs. giant subtype creatures				
Ride	+2	DEX (3)	-	
Sense Motive	+0	WIS (0)	-	
Favored Enemy (Giants +2): +2 vs. giants, Giant Slayer : +1 trait bonus vs. giant subtype creatures				
Stealth	+6	DEX (3)	1	
Survival	+4	WIS (0)	1	
Favored Enemy (Giants +2): +2 vs. giants, Track : +1 to track				
Swim	+4	STR (1)	1	

Activated Abilities & Adjustments

Equipment Masterwork: +1
Weapon Attack Bonus: +1
Weapon Damage Bonus: +1

Feats

Amateur Swashbuckler
Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Rapid Shot
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Dirty Fighter
Giant Slayer

Special Abilities

Darkvision (60 feet)
Deed: Dodging Panache +3 (Ex)
Defensive Training +4
Favored Enemy (Giants +2) (Ex)
Greed

Studded leather

+3

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

Gear

Total Weight Carried: 44.6/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Bottlecaps (x0)	-
Deputy Badge	-
Horsechopper	6 lbs
Longbow	3 lbs
Money	2.6 lbs
Rope	10 lbs
Studded leather	20 lbs

Special Abilities

Hardy +2
Hatred +1
Relentless +2
Slow and Steady
Stonecunning +2
Track +1
Wild Empathy +5 (Ex)

Tracked Resources

Arrows	□□□□□ □□□□□
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Panache Pool (3/day)	□□□

Languages

Common

Dwarven

Experience & Wealth

Experience Points: **2000**/5,000
Current Cash: **130 gp**
Pathfinder Society: **Fame: 0, PP: 0**

Companions

Iriey CR –
Pony horse (*Pathfinder RPG Bestiary* 177)
N Medium animal
Init +1; **Senses** low-light vision, scent; Perception +5

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 13 (2d8+4)
Fort +5, **Ref** +4, **Will** +0

Offense

Speed 40 ft.
Melee 2 hooves -3 (1d3)

Statistics

Str 13, **Dex** 13, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4
Base Atk +1; **CMB** +2; **CMD** 13 (17 vs. trip)
Feats Endurance, Run^B
Tricks Come, Heel, Riding, Stay
Skills Acrobatics +1 (+5 to jump with a running start, +5 to jump), Perception +5
SQ docile, riding

Sourcebooks Used

- **Advanced Class Guide** - Amateur Swashbuckler (feat); Deed: Dodging Panache (race option)
- **Advanced Player's Guide** - Skirmisher (archetype)
- **Advanced Player's Guide / Advanced Race Guide** - Relentless (alternate racial trait)
- **Advanced Player's Guide Traits / Character Traits** - Web Enhancement - Dirty Fighter (trait)
- **Advanced Race Guide / Inner Sea World Guide / Ultimate Equipment** - Horsechopper (weapon)
- **Faction Guide / Shattered Star** - Pathfinder Society (faction)
- **Rise of the Runelords Anniversary Edition** - Giant Slayer (trait)

Amateur Swashbuckler Feat

Though not a swashbuckler, you have and can use panache.

Prerequisite: No levels in a class that has the panache class feature.

Benefit: You gain a small amount of panache and the ability to perform a single 1st-level swashbuckler deed. Choose a 1st-level deed from the swashbuckler's deeds class feature (see page 56; you can't select opportune parry and riposte). Once chosen, this deed can't be changed.

At the start of each day, you gain 1 panache point. Throughout the day, you can gain a number of panache points up to a maximum of your Charisma modifier (minimum 1). You can regain panache points as the swashbuckler's panache class feature (see page 56). You can spend these panache points to perform the 1st-level deed you chose upon taking this feat as well as any other deeds you have gained through feats or magic items.

Special: If you gain levels in a class that has the panache class feature, you can immediately trade this feat for the Extra Panache feat.

Appears In: Advanced Class Guide

Rapid Shot Feat

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Dirty Fighter Trait

You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do a little bit more damage than normal. That companion may be another PC or an NPC (who may even be recently departed from your side). When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Giant Slayer Trait

Your family's village was plundered by giants in the wilds of Varisia, leaving nothing but a smoldering ruin. After the destruction of your village, your family trained for combat against giants to prevent such a tragedy from ever happening again. Since hearing of giants mobilizing throughout the countryside, you ventured to Sandpoint to help the town prepare for a possible incursion. You gain a +1 trait bonus on Bluff, Perception, and Sense Motive checks and +1 trait bonus on attack rolls and damage rolls against creatures of the giant subtype.

Appears In: Rise of the Runelords Anniversary Edition

Darkvision (60 feet) Racial Ability, Senses (Dwarf)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Deed: Dodging Panache +3 (Ex) Racial Ability

At 1st level, when an opponent attempts a melee attack against the swashbuckler, she can spend 1 panache point to move 5 feet as an immediate action; doing so grants the swashbuckler a bonus to AC equal to her Charisma bonus against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the swashbuckler was in the original square. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who triggered this deed. The swashbuckler can only perform this deed while wearing light or no armor, and while carrying no more than a light load.

Appears In: Advanced Class Guide

Defensive Training +4 Racial Ability (Dwarf)

+4 dodge bonus to AC against monsters of the Giant subtype.

Greed Racial Ability (Dwarf)

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2 Racial Ability (Dwarf)

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred +1 Racial Ability (Dwarf)

+1 racial bonus to attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

Relentless +2 Unknown

Dwarves are skilled at pushing their way through a battlefield, tossing aside lesser foes with ease. Dwarves with this racial trait receive a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the dwarf and his opponent are standing on the ground. This racial trait replaces stability.

Appears In: Advanced Player's Guide, Advanced Race Guide

Slow and Steady Racial Ability, Movement (Dwarf)

Your base speed is never modified by armor or encumbrance.

Stonecunning +2 Racial Ability (Dwarf)

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not they are actively looking.

Favored Enemy (Giants +2) (Ex) Class Ability (Ranger)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Track +1 Class Ability (Ranger)

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +5 (Ex) Class Ability (Ranger)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Title - Trinidad James (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/07/01

XP Reward: 2000 XP; **Net Cash:** 21 gp

- no notes -