

Rodney Ruxin

Player: FluffyRabbit

Male half-elf fighter (cad) 3/unchained rogue 2 - CL5 - CR 4

Neutral Good Humanoid (Elf, Human); Atheist; Age: 23;
Height: 6' 1"; Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+3	+1			
Hot weather outfit: +2 circumstance bonus vs. hot weather, Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+6	=	+4	+2			
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+2	=	+1	+1			
Elven Immunities: +2 vs. enchantments							

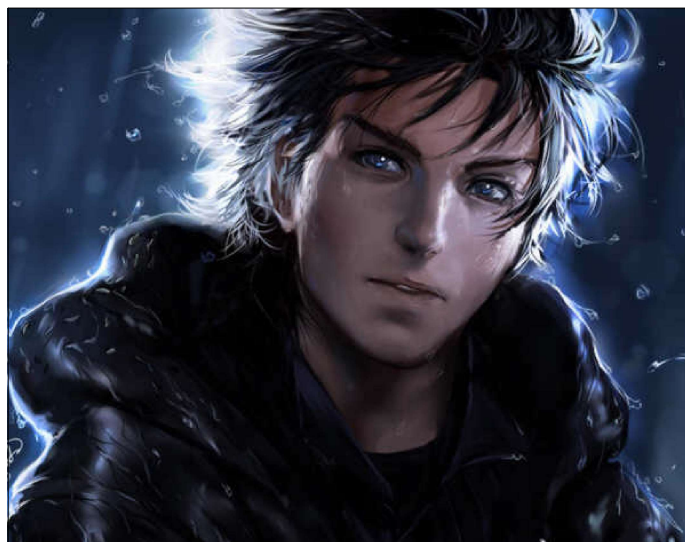
Elven Immunities				Elven Immunities - Sleep					
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	15	= 10	+3		+2				
Touch AC	12	Flat-Footed AC			13				
	BAB	Strength	Size	Misc					
CM Bonus	+11	=	+4	+5	-	-			
+14 Tricking; +14 Disarming; +12 Stealing; +13 Tripping									
	BAB	Strength	Dexterity	Size					
CM Defense	21	= 10	+4	+5	+2	-			
24 vs. Dirty Trick; 24 vs. Disarm; 22 vs. Steal; 23 vs. Trip									
Base Attack	+4			HP	43				
Initiative	+4			Damage / Current HP					
Speed	30 ft								
Club									

Club

Main hand: **+11, 1d6+5** Crit: ×2
Both hands: **+11, 1d6+7** Rng: 10'
Ranged: **+8, 1d6+5** 1-hand, B
Ranged, both hands: **+8, 1d6+5**

Unarmed strike

Main hand: **+11, 1d3+5 nonlethal** Crit: ×2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+12	DEX (2)	5	
Appraise	+1	INT (1)	-	
Artistry (choreography)	+1	INT (1)	-	
Artistry (criticism)	+1	INT (1)	-	
Bluff	+2	CHA (-2)	1	
Climb	+8	STR (5)	1	
Diplomacy	-2	CHA (-2)	-	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
Disable Device	+4	DEX (2)	2	
Disguise	+2	CHA (-2)	1	
Escape Artist	+5	DEX (2)	1	
Fly	+1	DEX (2)	-	
Handle Animal	+2	CHA (-2)	1	
Heal	+1	WIS (1)	-	
Intimidate	+6	CHA (-2)	5	
Knowledge (arcana)	+5	INT (1)	1	
Knowledge (dungeoneering)	+5	INT (1)	1	
Knowledge (engineering)	+5	INT (1)	1	
Knowledge (local)	+5	INT (1)	1	
Linguistics	+7	INT (1)	3	
Perception	+11	WIS (1)	5	
Profession (Police)	+5	WIS (1)	1	
Ride	+5	DEX (2)	1	
Sense Motive	+5	WIS (1)	1	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
Sleight of Hand	+8	DEX (2)	4	
Stealth	+9	DEX (2)	5	
Survival	+5	WIS (1)	1	
Swim	+8	STR (5)	1	

Activated Abilities & Adjustments

Attack Bonus: +2
Class Skill
Skill Points/Level: +2

Feats

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.

Catch Off-Guard

Proficient with improvised melee weapons. Unarmed foe is flat-footed against your improvised weapons.

Combat Expertise +/-2

Bonus to AC in exchange for an equal penalty to attack.

Improved Dirty Trick

You don't provoke attacks of opportunity when performing a dirty trick.

Improved Disarm

You don't provoke attacks of opportunity when disarming.

Improved Trip

You don't provoke attacks of opportunity when tripping.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

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

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Acrobatics)

You get a +3 bonus on all checks involving the chosen skill.

Throw Anything

Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Traits

Elven Reflexes

+2 Initiative

Occult Research

Adding this feat will let you create your own feat with a name of your choice.

Surprise Weapon

You are skilled at fighting with objects not traditionally considered weapons. You gain a +2 trait bonus on attack rolls with improvised weapons.

Drawbacks

Pride

-2 to diplomacy and sense motive vs. those who threaten, accuse, or challenge you, until they apologize

Hide shirt

+3

Max Dex: +4, Armor Check: -1
Spell Fail: 15%, Light

Gear

**Total Weight Carried: 99.5/400 lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Blain bane x3	-

Experience & Wealth

Experience Points: **15000**/23,000
Current Cash: **122 gp, 4 sp**

Gear

Total Weight Carried: 99.5/400 lbs, Light Load

(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

Blanket	1 lb
Blanket, winter	3 lbs
Candle x10	-
Candle lamp	1 lb
Canvas (10'x10'.)	10 lbs
Club	3 lbs
Flint and steel	-
Hide shirt	18 lbs
Hot weather outfit	4 lbs
Mess kit	1 lb
Money	2.52 lbs
Pot	4 lbs
Potion of enlarge person x15	-
Scarf	-
Shovel	8 lbs
Signal whistle	-
Soap	0.5 lbs
Tindertwig x5	-
Torch x16	1 lb
Waterskin	4 lbs
Waterskin x4	4 lbs

Special Abilities

Elf Blood

Half-elves count as both elves and humans for any effect related to race.

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Improvised Weapons (Ex)

At 1st level, a makeshift scrapper gains Catch Off-Guard and Throw Anything as bonus feats. This ability replaces trapfinding.

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Sneak Attack (Unchained) +1d6

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Tracked Resources

Blain bane	□□□
Club	□
Potion of enlarge person	□□□□□ □□□□□ □□□□□
Tindertwig	□□□□□
Torch	□□□□□ □□□□□ □□□□□ □

Languages

Common

Elven

Companions

Rofie

Horse (*Pathfinder RPG Bestiary* 177)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

Defense

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

Offense

Speed 50 ft.

Melee unarmed strike +3 (1d4+3 nonlethal) or

2 hooves -2 (1d4+1)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run^B

Tricks Come, Heel, Riding, Stay

Skills Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6

SQ docile, riding

Other Gear bit and bridle, cleats^{APG}, cold weather outfit, feed (per day) (14), hemp rope (50 ft.), pot, riding saddle, saddlebags, snowshoes^{APG}, trail rations (17)

Background

Chief: John Watt

Common, Elven, Mandarin, German, Russian, Japanese, Portuguese, Hindi, Latin

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Hot weather outfit (equipment)
- **Advanced Player's Guide New Combat Maneuvers** - Improved Dirty Trick (feat)
- **Advanced Player's Guide Traits / Ultimate Campaign** - Elven Reflexes (trait)
- **Adventurer's Armory / Ultimate Equipment** - Scarf (equipment)
- **Heroes of the Wild** - Blain bane (equipment)
- **Melee Tactics Toolbox** - Makeshift Scrapper (archetype)
- **Pathfinder Adventure Paths / Varisia, Birthplace of Legends** - Hide shirt (armor)
- **Ultimate Campaign** - Pride (???); Surprise Weapon (trait)
- **Ultimate Combat** - Cad (archetype)
- **Ultimate Equipment** - Candle lamp (equipment); Mess kit (equipment)
- **Unchained Classes** - Rogue (Unchained) (class)