

Rodney Ruxin

Player: FluffyRabbit

Male half-elf fighter (cad) 8/unchained rogue 3 - CL11 - CR 10

Neutral Good Humanoid (Elf, Human); Atheist; Age: 25; Height: 6' 1"; Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	22	+6	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	12	+1/-4	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+7	+1	+2			Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+9 =	+5	+2	+2			Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+1 =	+3	-4	+2			Elven Immunities: +2 vs. enchantments

Elven Immunities				Elven Immunities - Sleep						
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	23	=	+8		+2			+2	+1	
Touch AC	15		Flat-Footed AC					20		
			BAB		Strength		Size			Misc
CM Bonus	+16	=	+10		+6			-		-
+22 Tricking: +20 Disarming: +18 Stealing: +20 Tripping										

+22 Tricking; +20 Disarming; +18 Stealing; +20 Tripping

CM Defense	31 = 10	BAB	Strength	Dexterity	Size
		+10	+6	+2	-

35 vs. Dirty Trick; 35 vs. Disarm; 33 vs. Steal; 33 vs. Trip

Base Attack	+10	HP	89
Initiative	+8	Damage / Current HP	
Speed	30 ft		

+2 Viscous Violin

Main hand: +18/+13, 1d8+14 plus 2d6 Crit: x2
Both hands: +18/+13, 1d8+17 plus 2d6 1-hand, B

Intelligence

Alignment No Alignment; **Ego** 3

Senses 30 ft (Normal)

INT 10 (+0), WIS 10 (+0), CHA 10 (+0)

Communication Empathy

Languages Common

Skills Appraise 0/+0, Bluff 0/+0, Diplomacy 0/+0, Disguise 0/+0, Heal 0/+0, Intimidate 0/+0, Perception 0/+0, Sense Motive 0/+0, Survival 0/+0



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+20	DEX (2)	10	
Appraise	+7	INT (1)	3	
Artistry (choreography)	+1	INT (1)	-	
Artistry (criticism)	+1	INT (1)	-	
Bluff	+2	CHA (-2)	1	
Climb	+13	STR (6)	5	
Diplomacy	+2	CHA (-2)	1	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
Disable Device	+5	DEX (2)	3	
Disguise	+2	CHA (-2)	1	
Escape Artist	+8	DEX (2)	4	
Fly	+1	DEX (2)	-	
Handle Animal	+3	CHA (-2)	2	
Heal	-4	WIS (-4)	-	
Intimidate	+8	CHA (-2)	7	
Knowledge (arcana)	+5	INT (1)	1	
Knowledge (dungeoneering)	+5	INT (1)	1	
Knowledge (engineering)	+5	INT (1)	1	
Knowledge (history)	+2	INT (1)	1	
Knowledge (local)	+5	INT (1)	1	
Linguistics	+9	INT (1)	5	
Perception	+12	WIS (-4)	11	
Perform (string instruments)	+3	CHA (-2)	2	
Perform (wind instruments)	+2	CHA (-2)	1	
Ride	+5	DEX (2)	1	
Sense Motive	+0	WIS (-4)	1	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
Sleight of Hand	+11	DEX (2)	7	
Stealth	+14	DEX (2)	10	
Survival	+5	WIS (-4)	6	
Swim	+11	STR (6)	3	

Activated Abilities & Adjustments

Ability Score Damage: 10
 Attack Bonus: +2
 Attack Bonus: +1
 Class Skill
 Power Attack -3/+6
 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.

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.

Catch Off-Guard

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

Combat Expertise +/-3

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

Combat Reflexes (3 AoO/round)

You can make extra attacks of opportunity.

Dodge

+1 AC.

Greater Dirty Trick

Dirty Trick penalty lasts 1d4 rds, +1 per 5 over CMD and takes a standard action to remove.

Greater Trip

Foes you trip provoke AoO when they are knocked prone.

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 Initiative

You get a +4 bonus on initiative checks.

Improved Trip

You don't provoke attacks of opportunity when tripping.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -3/+6

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

Quick Dirty Trick

May perform a dirty trick in place of your first melee attack.

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.

Experience & Wealth

Experience Points: **51000**/220,000
 Current Cash: **278 pp, 171 gp, 1,624 sp**

Drawbacks

Pride

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

Club

Main hand: **+16/+11, 1d6+12** Crit: x2

Both hands: **+16/+11, 1d6+15** Rng: 10'
 1-hand, B

Ranged: **+15, 1d6+6**

Ranged, both hands: **+15, 1d6+6**

Gauntlet (from armor)

Main hand: **+16/+11, 1d3+12** Crit: x2
 Light, B

Glass flask

Main hand: **+16/+11, 1d3+12** Crit: x2

Ranged: **+15, 1d3+6** Rng: 10'
 Light, P, Fragile,

Throwing arrows (1d5 damage)

Main hand: **+16/+11, 1d4+12** Crit: x2

Ranged: **+15, 1d4+6** Rng: 20'
 Light, P

Unarmed strike

Main hand: **+16/+11, 1d3+12** Crit: x2
nonlethal Light, B, Nonlethal

+1 chainmail

+7

Max Dex: +2, Armor Check: -4
 Spell Fail: 30%, Medium, Slows

+2 bronze heavy steel shield

+4

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

+2 mithral breastplate

+8

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

Gear

Total Weight Carried: 138.5/520 lbs, Light Load (Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

+1 chainmail	40 lbs
+2 bronze heavy steel shield	15 lbs
+2 mithral breastplate	15 lbs
+2 Viscous Violin	8 lbs
Arrows x40	0.15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs

Gear

Total Weight Carried: 138.5/520 lbs, Light Load (Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Bedroll	5 lbs
Belt of mighty constitution +2	1 lb
Belt pouch (empty)	0.5 lbs
Blain bane x3	-
Blanket	1 lb
Cloak of resistance +2	1 lb
Club	3 lbs
Efficient quiver (empty)	2 lbs
Flint and steel	-
Glass flask	-
Heavy shield bash	-
Mess kit	1 lb
Money	-
Potion of enlarge person x15	-
Ring of protection +2	-
Scarf	-
Shovel	8 lbs
Signal whistle	-
Sleep arrow x5	0.1 lbs
Throwing arrows (1d5 damage)	0.5 lbs
Tindertwig x5	-
Torch x3	1 lb
Trail rations x10	1 lb
Waterskin x4	4 lbs

Special Abilities

Deadly Surprise (Ex)

At 7th level, when a cad hits an opponent that is denied its Dexterity bonus to AC against him with a weapon or unarmed attack, he may attempt a dirty trick combat maneuver as an immediate action as part of the attack. This ability

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.

Payback +1 (Ex)

At 5th level, a cad gains a +1 bonus on attack and damage rolls against any creature that has attacked the cad since the beginning of his last turn. This bonus increases by +1 for every four levels beyond 5th (to a maximum of +4 at

Sneak Attack (Unchained) +2d6

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.

Supernatural Improvisation (3 rounds/day)

At 3rd level, a makeshift scrapper gains the ability to enhance an item, making it a more effective weapon or changing the way it can be used. As a swift action, she can alter a single improvised weapon to either grant it a +1 enhancement

Tracked Resources

Blain bane	□□□
Club	□
Glass flask	□
Potion of enlarge person	□□□□□ □□□□□
Sleep arrow	□□□□□
Supernatural Improvisation (3 rounds/day)	□□□
Throwing arrows (1d5 damage)	□
Tindertwig	□□□□□
Torch	□□□
Trail rations	□□□□□ □□□□□

Languages

Common

Elven

Background

Chief: John Watt

English, Elven, Mandarin, German, Russian, Japanese, Portuguese, Hindi, Latin, Italian, French

ring with a large amethyst - 1000g

+ 2d/6 perform string, take 2d/6 damage

Viscous 1d6 self damage

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide New Combat Maneuvers** - Greater Dirty Trick (feat); 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)
- **Ultimate Campaign** - Pride (???); Surprise Weapon (trait)
- **Ultimate Combat** - Cad (archetype); Quick Dirty Trick (feat)
- **Ultimate Combat / Ultimate Equipment** - Wushu dart (weapon)
- **Ultimate Equipment** - Mess kit (equipment)
- **Unchained Classes** - Rogue (Unchained) (class)

Tracked Resources

Arrows	□□□□□ □□□□□
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