

## Rodney Ruxin

Player: FluffyRabbit

Male half-elf fighter (cad) 5/unchained rogue 3 - CL8 - CR 7

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

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+8	=	+5	+1	+2		
Elven Immunities: +2 vs. enchantments							
<b>REFLEX</b> (DEXTERITY)	+8	=	+4	+2	+2		
Elven Immunities: +2 vs. enchantments							
<b>WILL</b> (WISDOM)	+5	=	+2	+1	+2		
Elven Immunities: +2 vs. enchantments							

Elven Immunities				Elven Immunities - Sleep			
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge
<b>AC</b> 27	=	+8	+4	+2		+2	+1
<b>Touch AC</b> 15							
<b>Flat-Footed AC</b> 24							
<b>CM Bonus</b> +15	=	+7	+6	-	-		
+18 Tricking; +18 Disarming; +16 Stealing; +17 Tripping							
<b>CM Defense</b> 28	=	10	+7	+6	+2	-	
31 vs. Dirty Trick; 31 vs. Disarm; 29 vs. Steal; 30 vs. Trip							
<b>Base Attack</b>		+7					
<b>HP</b>		65					
<b>Initiative</b>		+8					
<b>Speed</b>		30 ft					
<b>Club</b>							

Main hand: +15/+10, 1d6+6 Crit: x2  
 Both hands: +15/+10, 1d6+9 Rng: 10'  
 Ranged: +11, 1d6+6 1-hand, B  
 Ranged, both hands: +11, 1d6+6  
**Gauntlet (from armor)**  
 Main hand: +14/+9, 1d3+6 Crit: x2  
 Light, B



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

## 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.

#### 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 +/-2

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

#### Dodge

+1 AC.

#### 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 -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

### Glass flask

Main hand: **+14/+9, 1d3+6**

Crit: x2

Rng: 10'

Ranged: **+11, 1d3+6**

Light, P, Fragile,

#### Throwing arrows (1d5 damage)

Main hand: **+14/+9, 1d4+6**

Crit: x2

Rng: 20'

Ranged: **+11, 1d4+6**

Light, P

## Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **3 pp, 6 gp, 4 sp**

### Unarmed strike

Main hand: **+14/+9, 1d3+6**

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: 130.8/520 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
Arrows x40	0.15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt of giant strength +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	0.26 lbs
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

### 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

## Sourcebooks Used

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

## Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Blain bane	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Club	<input type="checkbox"/>
Glass flask	<input type="checkbox"/>
Potion of enlarge person	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Sleep arrow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Supernatural Improvisation (3 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Throwing arrows (1d5 damage)	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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## Languages

Common

Elven

## Background

Chief: John Watt

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