

## Rodney Ruxin

Player: FluffyRabbit

Male half-elf fighter (cad) 9/unchained rogue 3 - CL12 - CR 11

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	22/24	+6/+7	
<b>DEX</b> DEXTERITY	14/16	+2/+3	
<b>CON</b> CONSTITUTION	12/14	+1/+2	
<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)	+11 =	+7	+2	+2			Elven Immunities: +2 vs. enchantments
<b>REFLEX</b> (DEXTERITY)	+11 =	+6	+3	+2			Elven Immunities: +2 vs. enchantments
<b>WILL</b> (WISDOM)	+7 =	+4	+1	+2			Elven Immunities: +2 vs. enchantments

Elven Immunities				Elven Immunities - Sleep					
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 28	=	+8	+4	+3			+2	+1	
Touch AC	16	Flat-Footed AC				24			
		BAB	Strength	Size				Misc	
CM Bonus	+18	=	+11	+7	-	-			
+24 Tricking; +22 Disarming; +20 Stealing; +22 Tripping									
		BAB	Strength	Dexterity	Size				
CM Defense	34	= 10	+11	+7	+3	-			
38 vs. Dirty Trick; 38 vs. Disarm; 36 vs. Steal; 36 vs. Trip									
Base Attack		+11			HP		109		
Initiative		+9			Damage / Current HP				
Speed		30 ft							

### +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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+20	DEX (3)	10	
<b>Appraise</b>	+7	INT (1)	3	
<b>Artistry (choreography)</b>	+1	INT (1)	-	
<b>Artistry (criticism)</b>	+1	INT (1)	-	
<b>Bluff</b>	+2	CHA (-2)	1	
<b>Climb</b>	+13	STR (7)	5	
<b>Diplomacy</b>	+2	CHA (-2)	1	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
<b>Disable Device</b>	+5	DEX (3)	3	
<b>Disguise</b>	+2	CHA (-2)	1	
<b>Escape Artist</b>	+8	DEX (3)	4	
<b>Fly</b>	+1	DEX (3)	-	
<b>Handle Animal</b>	+3	CHA (-2)	2	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+8	CHA (-2)	7	
<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>	+11	INT (1)	7	
<b>Perception</b>	+18	WIS (1)	12	
<b>Perform (string instruments)</b>	+3	CHA (-2)	2	
<b>Perform (wind instruments)</b>	+2	CHA (-2)	1	
<b>Ride</b>	+5	DEX (3)	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>	+11	DEX (3)	7	
<b>Stealth</b>	+14	DEX (3)	10	
<b>Survival</b>	+12	WIS (1)	8	
<b>Swim</b>	+13	STR (7)	5	

## Activated Abilities & Adjustments

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 (4 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.

## Drawbacks

### Pride

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

## Experience & Wealth

Experience Points: **51000**/315,000  
 Current Cash: **278 pp, 821 gp, 1,624 sp**

## +2 Viscous Violin

Main hand: **+20/+15/+10, 1d8+15** Crit: x2  
**plus 2d6** 1-hand, B

Both hands: **+20/+15/+10, 1d8+18**  
**plus 2d6**

### 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

## Club

Main hand: **+18/+13/+8, 1d6+13** Crit: x2  
 Both hands: **+18/+13/+8, 1d6+16** Rng: 10'  
 1-hand, B

Ranged: **+17, 1d6+7**

Ranged, both hands: **+17, 1d6+7**

## Glass flask

Main hand: **+17/+12/+7, 1d3+13** Crit: x2  
 Rng: 10'  
 Light, P, Fragile,

Ranged: **+17, 1d3+7**

## Throwing arrows (1d5 damage)

Main hand: **+17/+12/+7, 1d4+13** Crit: x2  
 Rng: 20'  
 Ranged: **+17, 1d4+7** Light, P

## Unarmed strike

Main hand: **+17/+12/+7, 1d3+13 nonlethal** Crit: x2  
 Light, B, Nonlethal

## Gear

**Total Weight Carried: 101.5/700 lbs, Light Load (Light: 233 lbs, Medium: 466 lbs, Heavy: 700 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
Bedroll	5 lbs
Belt of physical perfection +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

## Gear

**Total Weight Carried: 101.5/700 lbs, Light Load (Light: 233 lbs, Medium: 466 lbs, Heavy: 700 lbs)**

Flint and steel	-
Glass flask	-
Heavy shield bash	-
Helm of the Fanged Crown (1/day)	3 lbs
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 +2 (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

### Razor-Sharp Chair Leg (Ex)

At 9th level, as a swift action, a cad may alter the type of damage dealt by an improvised weapon to bludgeoning, piercing, or slashing damage. In addition, the cad has a critical threat range of 19-20/x2 with any improvised melee

### 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

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"/> <input type="checkbox"/>
Sleep arrow	<input type="checkbox"/> <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"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<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"/>

## 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)
- **Adventurer's Guide** - Helm of the Fanged Crown (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	<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"/>
Blain bane	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Club	<input type="checkbox"/>
Glass flask	<input type="checkbox"/>