

Rodney Ruxin

Player: FluffyRabbit

Male half-elf fighter (cad) 4/unchained rogue 3 - CL7 - CR 6

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

Ability	Score	Modifier	Temporary
STR STRENGTH	21	+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)	+8	=	+5	+1	+2		
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+8	=	+4	+2	+2		
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+5	=	+2	+1	+2		
	Elven Immunities: +2 vs. enchantments						

Elven Immunities				Elven Immunities - Sleep			
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge
AC 22	=	+7	+2			+2	+1
Touch AC 15							
CM Bonus +13	=	+6	+5	-	-		
+16 Tricking; +16 Disarming; +14 Stealing; +15 Tripping							
CM Defense	26	=	10	+6	+5	+2	-
29 vs. Dirty Trick; 29 vs. Disarm; 27 vs. Steal; 28 vs. Trip							
Base Attack	+6						
Initiative	+8						
Speed	30 / 20 ft						

Club			
Main hand: +13/+8, 1d6+5			Crit: x2
Both hands: +13/+8, 1d6+7			Rng: 10'
Ranged: +10, 1d6+5			1-hand, B
Ranged, both hands: +10, 1d6+5			
Gauntlet (from armor)			

Main hand: +13/+8, 1d3+5	Crit: x2
	Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (2)	7	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+5	INT (1)	1	
Artistry (choreography)	+1	INT (1)	-	
Artistry (criticism)	+1	INT (1)	-	
Bluff	+2	CHA (-2)	1	
Climb	+7	STR (5)	3	
Diplomacy	-2	CHA (-2)	-	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
Disable Device	+2	DEX (2)	3	
Disguise	+2	CHA (-2)	1	
Escape Artist	+2	DEX (2)	1	
Fly	-2	DEX (2)	-	
Handle Animal	+2	CHA (-2)	1	
Heal	+1	WIS (1)	-	
Intimidate	+7	CHA (-2)	6	
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	+7	INT (1)	3	
Perception	+13	WIS (1)	7	
Perform (wind instruments)	+2	CHA (-2)	1	
Ride	+2	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	+7	DEX (2)	6	
Stealth	+8	DEX (2)	7	
Survival	+8	WIS (1)	4	
Swim	+6	STR (5)	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: **+13/+8, 1d3+5**

Crit: x2

Ranged: **+10, 1d3+5**

Rng: 10'

Light, P, Fragile,

Throwing arrows (1d5 damage)

Main hand: **+13/+8, 1d4+5**

Crit: x2

Ranged: **+10, 1d4+5**

Rng: 20'

Light, P

Experience & Wealth

Experience Points: **35000**/51,000
Current Cash: **746 gp, 4 sp**

Unarmed strike

Main hand: **+13/+8, 1d3+5**
nonlethal

Crit: x2
Light, B, Nonlethal

+1 chainmail

+7

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

Gear

Total Weight Carried: 112/460 lbs, Light Load
(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

+1 chainmail	40 lbs
Arrows x40	0.15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Blain bane x3	-
Blanket	1 lb
Cloak of resistance +2	1 lb
Club	3 lbs
Flint and steel	-
Glass flask	-
Mess kit	1 lb
Money	15 lbs
Potion of enlarge person x15	-
Ring of protection +2	-
Scarf	-
Shovel	8 lbs
Signal whistle	-
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.

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) +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

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"/>
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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"/>
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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"/>
Torch	<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

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)