

2004 Kiama

Player: Scott David Gray

NG Male human bonuwat wavetouched fighter 1

Good, Human, Humanoid, Medium, Neutral

Age: 50; Height: 5' 9"; Weight: 175 lb.; Eyes: Hazel; Hair:

Soft black; Skin: Dark

Speed: 25 ft., Swim Speed 15 ft., Languages: Common, Mwangi, Mwangi

Hit Points	Hero Points
20	3

Str	Dex	Con	Int	Wis	Cha	
+2	+4	+2	+0	+1	+0	14 Str 18 Dex 14 Con 10 Int 12 Wis 10 Cha

☐ PERCEPTION +6_E = +5 Base +1 Wis +0 Misc

☐ FORTITUDE +7_E = +5 Base +2 Con +0 Misc

☐ REFLEX +9_E = +5 Base +4 Dex +0 Misc

☐ WILL +4_T = +3 Base +1 Wis +0 Misc

☐ AC 18_T* = +13 Base +4 Dex +1 Misc

Defenses

Armor Class (Buckler): +1 with shield raised

Buckler

AC: +1, Max Dex: —, Armor Check: —, Speed: —

Leather (Trained)

AC: +1, Max Dex: +4, Armor Check: —, Speed: —

Dagger (Expert)

Melee: +9/+5/+1 (1d4+2 P/S, Crit 2d4+4 P/S)

Ranged (10 ft.): +9/+5/+1 (1d4+2 P/S, Crit 2d4+4 P/S)

Traits: versatile S, thrown 10 ft., agile, finesse

Dagger (Point-Blank Shot): +2 circumstance bonus to damage rolls on attacks made within the weapon's first range increment.

Shortbow (Expert)

Ranged (60 ft.): +9/+4/-1 (1d6 P, Crit 2d6+1d10 P)

Traits: deadly (1d10)

Shortbow (Point-Blank Shot): +2 circumstance bonus to damage rolls on attacks made within the weapon's first range increment.

Shortsword (Expert)

Melee: +9/+5/+1 (1d6+2 P/S, Crit 2d6+4 P/S)

Traits: versatile S, agile, finesse

Special Abilities

Attack of Opportunity

You gain the Attack of Opportunity reaction.

Feats

Wavetouched Paragon [Ancestry Feats]

Gain a 15-foot swim Speed.

Point-Blank Shot [Class Feats]

With a ranged volley weapon don't take the attack penalty for volley. Without volley trait gain +2 circumstance bonus to damage in 1st range increment.

Character Number: 14034 - 2004



Skills

☐	+7 _T	Acrobatics _{Dex}
☐	+0 _U	Arcana _{Int}
☐	+5 _T *	Athletics _{Str}
☐	+0 _U	Crafting _{Int}
☐	+0 _U	Deception _{Cha}
☐	+3 _T	Diplomacy _{Cha}
☐	+0 _U	Intimidation _{Cha}
☐	+1 _U	Medicine _{Wis}
☐	+1 _U	Nature _{Wis}
☐	+0 _U	Occultism _{Int}
☐	+3 _T	Ocean Lore _{Int}
☐	+0 _U	Performance _{Cha}
☐	+1 _U	Religion _{Wis}
☐	+3 _T	Scouting Lore _{Int}
☐	+0 _U	Society _{Int}
☐	+7 _T	Stealth _{Dex}
☐	+4 _T	Survival _{Wis}
☐	+4 _U	Thievery _{Dex}

Skill Modifiers

Athletics (Swim speed): +4 circumstance bonus to Swim.

Feats

Forager [General Feats]

You can always find enough food/water to provide yourself a subsistence living in the wilderness. On a successful Subsist roll you find food/water for 4 additional creatures.

Weapon Proficiencies

Trained: All Advanced Weapons

Expert: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: All Light Armor, All Medium Armor, All Heavy Armor, Unarmored defense

Feats

Shield Block

Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.

Underwater Marauder

Not flat-footed in water, and no penalties for using a B or S melee weapons in water.

Tracked Resources

Arrows

Dagger ☐

Gear (Encum: 7 bulk, Over: 12 bulk)

Total Bulk Carried: 3.6, Unencumbered

Arrows x100	1
Backpack (28 @ 1.8 blk)	L
Bandolier (1 @ 0 blk)	L
Bedroll <In: Backpack (28 @ 1.8 blk)>	L
Belt pouch (3 @ 0 blk)	-
Buckler	L
Chalk x10 <In: Backpack (28 @ 1.8 blk)>	-
Climbing kit <In: Backpack (28 @ 1.8 blk)>	1
Clothing, ordinary (empty)	-
Clothing, ordinary (empty) <In: Backpack (28 @ 1.8 blk)>	-
Dagger <In: Sheath (1 @ 0.1 blk)>	L
Flint and steel <In: Belt pouch (3 @ 0 blk)>	-
Leather	1
Manacles, simple <In: Bandolier (1 @ 0 blk)>	-
Money <In: Belt pouch (3 @ 0 blk)>	-
Rations (1 week) x2 <In: Backpack (28 @ 1.8 blk)>	0.2
Religious symbol, wooden	L
Sack (empty) x10 <In: Backpack (28 @ 1.8 blk)>	0.2
Sheath (1 @ 0.1 blk)	-
Sheath (1 @ 0.1 blk)	-
Shortbow	1
Shortsword <In: Sheath (1 @ 0.1 blk)>	L
Signal whistle	-
Soap <In: Belt pouch (3 @ 0 blk)>	-
Tent, pup <In: Backpack (28 @ 1.8 blk)>	L
Waterskin <In: Backpack (28 @ 1.8 blk)>	L
Writing set <In: Backpack (28 @ 1.8 blk)>	L

Factions

Radiant Oath

Tier 0; Reputation 0

Pathfinder Training

Swords (3)

You are associated with the Swords school

Boons (0 Fame)

Radiant Oath Champion [Faction]

Champion the faction ☐

Experience & Wealth

Experience Points: 0 (2nd @ 12)

Current Cash: **You have no money!**

Forager (Feat, General Feats)

Traits: General, Skill

Prerequisites trained in Survival

While using Survival to Subsist, if you roll any result worse than a success, you get a success. On a success, you can provide subsistence living for yourself and four additional creatures, and on a critical success, you can take care of twice as many creatures as on a success.

Each time your proficiency rank in Survival increases, double the number of additional creatures you can take care of on a success (to eight if you're an expert, 16 if you're a master, or 32 if you're legendary). You can choose to care for half the number of additional creatures and provide a comfortable living instead of subsistence living.

Multiple smaller creatures or creatures with significantly smaller appetites than a human are counted as a single creature for this feat, and larger creatures or those with significantly greater appetites each count as multiple creatures. The GM determines how much a non-human creature needs to eat.

Point-Blank Shot (Class, Class Feats, Feat, Fighter)

Traits: Fighter, Open, Stance

One Action

Requirements You are wielding a ranged weapon.

You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

Shield Block (Class, Feat, Fighter)

Traits: General

Reaction

Trigger While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Underwater Marauder (Background, Feat)

Traits: General, Skill

Prerequisites trained in Athletics

You've learned to fight underwater. You are not flat-footed while in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.

Attack of Opportunity (Class, Fighter)

Ever watchful for weaknesses, you can quickly attack foes that leave an opening in their defenses. You gain the Attack of Opportunity reaction.

Radiant Oath Champion (Boon, Faction)

Prerequisites Radiant Oath Tier 0

Cost 4 Fame

This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal A character gains no Reputation unless they have a faction boon slotted.

Appears In: Pathfinder Society

Radiant Oath (Faction)

The Society's mission doesn't intrinsically involve acts of altruism, heroism, and sacrifice, yet in many areas Pathfinders are known for thwarting evil, lending a helping hand, and representing their organization as upstanding folk. For the Radiant Oath, this benevolence extends beyond incidental assistance. Instead, the faction sees the Society's broad reach as an excellent vector for assisting others the world over. Those who join the Radiant Oath swear simple vows to assist others, expanding on these promises the more they serve the faction.

Faction Leader: No stranger to peril, Valais Durant (LG female aasimar ritualist) set out for Numeria after earning her wayfinder and distinguished herself in covert operations there and in Ustalav. When the Society needed agents to investigate the possible misdeeds of Venture-Captain Thurl, she volunteered, directing her practiced senses to uncover his crimes. Unfortunately, she fell prey to his guardians and magic, ultimately being transformed into an amalgam of demonflesh. She fought off her new form's abyssal influence long enough to return to the Society, and there she sought to restore her mortal form. Her journey took her as far away as Heaven, where with other Pathfinders, she uncovered a ritual to remove the demonic corruption safely. The ritual exceeded her greatest expectations. Rather than restoring her human body, Heaven granted her a celestial form.

Even though she's still adjusting to her new body and celestial connection, Valais is committed to helping others as the Society helped her. Rather than crushing her spirit, her exposure to dark rituals and demonic whispers has taught her what's at stake if evil prevails, granting her the strength to defeat fiends and assist the vulnerable in equal measure. Her supernatural powers don't blind her to her own biases, though. Valais knows that her own perspective of justice and benevolence is but one of many the world over, so she recruits faction members of diverse backgrounds to spread good in their own ways while respecting the sensibilities and values of unfamiliar cultures.

Motto: A Light in the Shadows

Objectives: Unlike its spiritual predecessor, the Silver Crusade, which threw itself forcefully at the most significant threats and villains, the Radiant Oath emphasizes acts of kindness, compassion, and redemption. However, when dire evils threaten the world, the members of the Radiant Oath are ready to combat it. By consistently promoting the cause of good and building the faction's reputation, the Radiant Oath strives for greater influence in the Society to direct its resources toward just causes.

Appears In: Pathfinder Society

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Deadly (1d10)

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal (page 453), and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Thrown 10 ft.

You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment specified in the weapon's Range entry.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Armor

Buckler

This very small shield is a favorite of duelists and quick, lightly armored warriors. It's typically made of steel and strapped to your forearm. You can Raise a Shield with your buckler as long as you have that hand free or are holding a light object that's not a weapon in that hand.

Gear

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Gear

Manacles, simple

You can manacle someone who is willing or otherwise at your mercy as an exploration activity taking 10–30 seconds depending on the creature's size and how many manacles you apply. A two-legged creature with its legs bound takes a –15-foot circumstance penalty to its Speeds, and a two-handed creature with its wrists bound has to succeed at a DC 5 flat check any time it uses a manipulate action or else that action fails. This DC may be higher depending on how tightly the manacles constrain the hands. A creature bound to a stationary object is immobilized. For creatures with more or fewer limbs, the GM determines what effect manacles have, if any. Freeing a creature from simple manacles requires three successful DC 22 Thievery checks.