

Hero Name: Kiama; Player Name: Scott David Gray; Alignment: Neutral-Good; Deity: Shimye-Magalla [Neutral-Good, Starknife, Heal, Crafting]; Pathfinder Society number 14034-2004; Radiant Oath; Gender: Male; Age: 30; Height: 69; Weight: 175; Hair: Soft black; Eyes: Hazel; Skin: Dark; Pathfinder Training: Swords 3

Ancestry: Human; Ancestry Heritage: Versatile Heritage; Ethnicity: Mwangi [Bonuwat]; Ancestry Feat: Wavetouched Paragon

Languages: Common, Mwangi; Background: Bonuwat Wavetouched; Background Feat: Underwater Marauder; Home Region: Bloodcove

Class: Fighter; Starting Wealth: 15 gold

Key Ability Score: Strength; Class Feat: Point-Blank Shot

Strength 14 (+2 1st level, +2 Background, +2 Class); Dexterity 18 (+2 1st level, +2 Ancestry, +2 Background, +2 Class); Constitution 14 (+2 1st level, +2 Ancestry); Intelligence 10; Wisdom 12 (+2 1st level); Charisma 10

Fighter Trained: Acrobatics, Diplomacy, Stealth, Survival; Bonuwat Wavetouched Trained: Athletics, Ocean Lore; Swords Trained: Scouting Lore

General Feat: Forager

Weapons: Dagger (2), Shortsword (9), Shortbow (30), 100 Arrows (10)

Armor: Leather Armor (20), Buckler (10)

Gear: Backpack (1), Bandolier (1), Bedroll (0.1), Belt Pouch (0.4) 10 x Chalk (0.1), Climbing Kit (5), 2 x Clothing Ordinary (2), Flint and Steel (0.5), Manacles Simple (30), Pup Tent (8), 2 Weeks Rations (8), Religious Symbol Wooden (1), 10 Sacks (0.2), 2 Sheaths (0.2), Signal Whistle (0.8), Soap (0.2), Waterskin (0.5), Writing Set (10)

[2 Fame] Wayfinder, 200 Composite longbow

2: Fighter Feat: Ranger Dedication [Nature]; Skill Feat:

3: General Feat: Toughness; Skill Increase: Survival Expert

4: Fighter Feat: Basic Hunter's Trick: Quick Draw; Skill Feat:

5: Ancestry Feat: Clever Improviser; Fighter Weapon Mastery: ; Ability Boosts: +2 Strength (16), +1 Dexterity (19), +2 Constitution (16), Intelligence (10), +2 Wisdom (14), Charisma (10); Skill Increase: Stealth Expert; School Feat:

6: Fighter Feat: Double Shot; Skill Feat:

7: General Feat: Breath Control; Skill Increase: Stealth Master; Weapon Specialization:

8: Fighter Feat: Mobile Shot Stance; Skill Feat:

9: Ancestry Feat: Multitalented: Druid Dedication [Wild] (Dancing Lights, Stabilize) [Intimidation, Medicine]; Skill Increase: Survival Master; Combat Flexibility:

10: Fighter Feat: Advanced Hunter's Trick: Far Shot; Ability Boosts: +2 Strength (18), +1 Dexterity (20), +2 Constitution (18), Intelligence (10), +2 Wisdom (16), Charisma (10); Skill Feat:

11: General Feat: Feather Step; Skill Increase: Nature Expert

12: Fighter Feat: Advanced Hunter's Trick: Skirmish Strike; Skill Feat:

13: Ancestry Feat: ; Weapon Legend: Bows; Skill Increase: Nature Master

14: Fighter Feat: Basic Druid Spellcasting (Fleet Step, Glitterdust, Animal Vision); Skill Feat:

15: General feat: Fleet; Ability Boosts: +1 Strength (19), +1 Dexterity (21), +1 Constitution (19), Intelligence (10), +2 Wisdom (18), Charisma (10); Greater Weapon Specialization; Improved Flexibility; Skill Increase: Survival Legendary

16: Fighter Feat: Multishot Stance; Skill Feat:

17: Ancestry Feat: ; Skill Increase: Stealth Legendary

18: Fighter Feat: Impossible Volley; Skill Feat:

19: General feat: Incredible Initiative; Skill Increase: Nature Legendary; Versatile Legend

20: Fighter Feat: Weapon Supremacy; Ability Boosts: +1 Strength (20), +1 Dexterity (22), +1 Constitution (20), Intelligence (10), Wisdom (18), +2 Charisma (12); Skill Feat: