

## Jakub "Kuba" Slezak

Player: Scott David Gray

Male human fighter 3/rogue 2, Sovereign Court faction  
- CL5 - CR 4

True Neutral Humanoid (Human); Deity: **Cayden Cailean** ;  
Age: **36**; Height: **5' 11"** ; Weight: **185lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>20</b>	<b>+5</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>13</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>7</b>	<b>-2</b>	
<b>CHA</b> CHARISMA	<b>8</b>	<b>-1</b>	

**Block and tackle** : +5 circumstance bonus to lift heavy objects (requires 1 minute to set up), **Crowbar** : +2 circumstance bonus to force open a door or chest with a crowbar

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+1</b>	<b>+1</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	=	<b>+4</b>	<b>+2</b>	<b>+1</b>		
<b>WILL</b> (WISDOM)	<b>+0</b>	=	<b>+1</b>	<b>-2</b>	<b>+1</b>		

Bravery: +1 vs. fear

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>19</b>	=	<b>+4</b>		<b>+2</b>		<b>+1</b>	<b>+1</b>	<b>+1</b>
<b>Touch AC</b>	<b>14</b>								
<b>Flat-Footed AC</b>	<b>16</b>								

**Mobility** : +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+9</b>	=	<b>+4</b>	<b>+5</b>	-

+11 Tripping

		BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>23</b>	=	<b>10</b>	<b>+4</b>	<b>+5</b>

25 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	<b>+4</b>	<b>HP</b>	<b>40</b>
<b>Initiative</b>	<b>+4</b>	Damage / Current HP	
<b>Speed</b>	<b>30 ft</b>		

### +1 adamantine guisarme

Both hands: **+10, 2d4+8**

Crit: x3  
2-hand, S, Reach,

### Guisarme

Both hands: **+9, 2d4+7**

Crit: x3  
2-hand, S, Reach,

Character Number: 14034 - 31



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+1</b>	DEX (2)	-	
<b>Appraise</b>	<b>+2</b>	INT (2)	-	
<b>Bluff</b>	<b>+8</b>	CHA (-1)	5	
<b>Climb</b>	<b>+12</b>	STR (5)	5	
<b>Craft (Miner)</b>	<b>+11</b>	INT (2)	4	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disable Device</b>	<b>+12</b>	DEX (2)	5	
<b>Disguise</b>	<b>+9</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (2)	-	
<b>Fly</b>	<b>+1</b>	DEX (2)	-	
<b>Heal</b>	<b>-2</b>	WIS (-2)	-	
<b>Intimidate</b>	<b>-1</b>	CHA (-1)	-	
<b>Knowledge (dungeoneering)</b>	<b>+10</b>	INT (2)	5	
<b>Knowledge (engineering)</b>	<b>+6</b>	INT (2)	1	
<b>Perception</b>	<b>+6</b>	WIS (-2)	5	
Trapfinding: +1 to locate traps				
<b>Ride</b>	<b>+1</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>-2</b>	WIS (-2)	-	
<b>Sleight of Hand</b>	<b>+6</b>	DEX (2)	2	
<b>Stealth</b>	<b>+8</b>	DEX (2)	4	
<b>Survival</b>	<b>-2</b>	WIS (-2)	-	
Wayfinder: +2 to avoid becoming lost				
<b>Swim</b>	<b>+8</b>	STR (5)	1	

### Feats

#### Armor Proficiency (Heavy)

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 (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.

## Feats

### Combat Expertise +/-2

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

### Combat Reflexes (3 AoO/round)

You can make extra attacks of opportunity.

### Dodge

+1 AC.

### Improved Feint

You can make a Bluff check to feint in combat as a move action.

### Improved Trip

You don't provoke attacks of opportunity when tripping.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Mobility

+4 to AC against some attacks of opportunity.

### Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Spring Attack

You can move - attack - move when attacking with a melee weapon.

### Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

## Traits

### Fast-Talker

+1 to Bluff checks, Bluff is always a class skill for you.

### Reactionary

+2 Initiative

## Sling

Ranged: **+6, 1d4+5**

Crit: x2

Ranged, both hands: **+6, 1d4+7**

Rng: 50'  
1-hand, B

Ranged w/ offhand: **+0, 1d4+5**

Ranged w/ light off.: **+2, 1d4+5**

Ranged offhand: **-4, 1d4+2**

### Sling bullets

Crit: N/A

Ammo

## Unarmed strike

Main hand: **+9, 1d3+5 nonlethal**

Crit: x2

Main w/ offhand: **+3, 1d3+5**

Light, B, Nonlethal

**nonlethal**

Main w/ light off.: **+5, 1d3+5**

**nonlethal**

Offhand: **+1, 1d3+2 nonlethal**

## Chain shirt

**+4**

Max Dex: +5, Armor Check: -1

Spell Fail: 20%, Light

## Experience & Wealth

Experience Points: **12/15**

Current Cash: **45 pp, 1 gp**

Sovereign Court: **Fame: 19, PP: 17**

## Gear

**Total Weight Carried: 92/400 lbs,**

**Encumbrance Ignored**

**(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

+1 adamantine guisarme	12 lbs
Amulet of natural armor +1	-
Artisan's tools, masterwork (Craft [other]) <In:	5 lbs
Backpack (empty) <In: Handy haversack (27 @ 57	2 lbs
Belt pouch (empty)	0.5 lbs
Block and tackle <In: Handy haversack (27 @ 57	5 lbs
Bread x3 <In: Handy haversack (27 @ 57 lbs)>	0.5 lbs
Chain shirt	25 lbs
Chalk <In: Handy haversack (27 @ 57 lbs)>	-
Cheese <In: Handy haversack (27 @ 57 lbs)>	0.5 lbs
Chicken suit [entertainer's outfit]	4 lbs
Cloak of resistance +1	1 lb
Cold weather outfit <In: Handy haversack (27 @ 57	7 lbs
Crowbar <In: Handy haversack (27 @ 57 lbs)>	5 lbs
Flint and steel <In: Handy haversack (27 @ 57 lbs)>	-
Guisarme	12 lbs
Handy haversack (27 @ 57 lbs)	5 lbs
Hat of disguise	-
Holy symbol, wooden (Cayden Cailean)	-
Hooded lantern	2 lbs
Meat <In: Handy haversack (27 @ 57 lbs)>	0.5 lbs
Miner's pick <In: Handy haversack (27 @ 57 lbs)>	10 lbs
Oil x6 <In: Handy haversack (27 @ 57 lbs)>	1 lb
Ring of protection +1	-
Shovel <In: Handy haversack (27 @ 57 lbs)>	8 lbs
Silk rope	5 lbs
Sling	-
Sling bullets x40	0.5 lbs
Soap <In: Handy haversack (27 @ 57 lbs)>	0.5 lbs
Thieves' tools, masterwork <In: Handy haversack	2 lbs
Trail rations x3 <In: Handy haversack (27 @ 57	1 lb
Traveller's outfit (Free)	-
Wand of cure light wounds (48 charges) <In: Handy	-
Waterskin	4 lbs
Wayfinder (empty)	1 lb
Whetstone <In: Handy haversack (27 @ 57 lbs)>	1 lb

## Special Abilities

### Bravery +1 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

### Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

### Sneak Attack +1d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

### Trapfinding +1

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

## Tracked Resources

Sling bullets

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Trail rations

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Wand of cure light wounds (48 charges)

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## Languages

Common

Orc

Dwarven

## Situational Modifiers

Perception

**Trapfinding**: +1 to locate traps

Strength Check

**Block and tackle**: +5 circumstance bonus to lift heavy objects (requires 1 minute to set up), **Crowbar**: +2 circumstance bonus to force open a door or chest with a crowbar

Survival

**Wayfinder**: +2 to avoid becoming lost

Will Save

**Bravery**: +1 vs. fear

## Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**  
**Web Enhancement** - Fast-Talker (trait); Reactionary (trait)

## Jakub "Kuba" Slezak – Abilities & Gear

### Combat Expertise +/-2 **Feat**

You can increase your defense at the expense of your accuracy.

**Prerequisite:** Int 13.

**Benefit:** You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

### Combat Reflexes (3 AoO/round) **Feat**

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

### Dodge **Feat**

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### Improved Feint **Feat**

You are skilled at fooling your opponents in combat.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You can make a Bluff check to feint in combat as a move action.

**Normal:** Feinting in combat is a standard action.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Improved Trip **Feat**

You are skilled at sending your opponents to the ground.

**Prerequisite:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

**Normal:** You provoke an attack of opportunity when performing a trip combat maneuver.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Mobility **Feat**

You can easily move through a dangerous melee.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

### Spring Attack **Feat**

You can deftly move up to a foe, strike, and withdraw before he can react.

**Prerequisites:** Dex 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Normal:** You cannot move before and after an attack.

### Fast-Talker **Trait**

You had a knack at getting yourself into trouble as a child, and as a result developed a silver tongue at an early age.

**Benefit:** You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Reactionary **Trait**

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Bravery +1 (Ex) **Class Ability (Fighter)**

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

### Evasion (Ex) **Class Ability (Rogue)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

## Jakub "Kuba" Slezak – Abilities & Gear

### Sneak Attack +1d6

### Class Ability (Rogue)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

### Trapfinding +1

### Class Ability (Rogue)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### Cold weather outfit

### Gear

This outfit is designed for mountaineering or hunting and traveling in icy climates. It includes a coat of wool or thick animal fur, a linen shirt, a wool cap, a heavy cloak, a heavy skirt or pants, and waterproof leather boots. In some regions, the outfit may be composed primarily of fur and animal pelts. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

### Ring of protection +1

### Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

#### Construction

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

### Wand of cure light wounds (48 charges)

### Wand

#### Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

### Amulet of natural armor +1

### Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

#### Construction

**Requirements:** Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

### Cloak of resistance +1

### Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

#### Construction

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

### Handy haversack (27 @ 57 lbs)

### Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

#### Construction

**Requirements** Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

### Hat of disguise

### Wondrous Item (Head)

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

#### Construction

**Requirements:** Craft Wondrous Item, *disguise self*; **Cost** 900 gp

### Wayfinder (empty)

### Wondrous Item

A small magical device patterned off ancient relics of the Azlanti, a *wayfinder* is typically made from silver and bears gold accents. With a command word, you can use a *wayfinder* to shine (as the *light* spell). The *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the *wayfinder* itself (see *Seeker of Secrets* page 51).

**Note:** This item costs only 250 gp for members of the Pathfinder Society

#### Construction

**Requirements** Craft Wondrous Item, *light*; **Cost** 250 gp

**Appears In :** *Seekers of Secrets*, *Inner Sea World Guide*, *Shattered Star*, *Pathfinder Society*