

Park Hyun-Joon

Player: Scott David Gray

Male Kitsune Rogue (Kitsune Trickster) 1, Silver Crusade faction - CR 1/2

Chaotic Good Humanoid (Kitsune, Shapechanger); Deity: Shelyn; Age: 19; Height: 5' 7"; Weight: 145lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =		+2				
REFLEX (DEXTERITY)	+5 =	+2	+3				
WILL (WISDOM)	-1 =		-1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+4		+3					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	14				

CM Bonus	BAB	Strength	Dexterity	Size
+1 =	-	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
14 = 10	-	+1	+3	-

Base Attack	HP
+0	10

Initiative	Damage / Current HP
+4	

Speed
30 ft

Arrows

Crit: x2
Ammo, P

Bite (Kitsune)

Main hand: +1, 1d4+1

Main w/ offhand: -5, 1d4+1

Main w/ light off.: -3, 1d4+1

Offhand: -7, 1d4+1

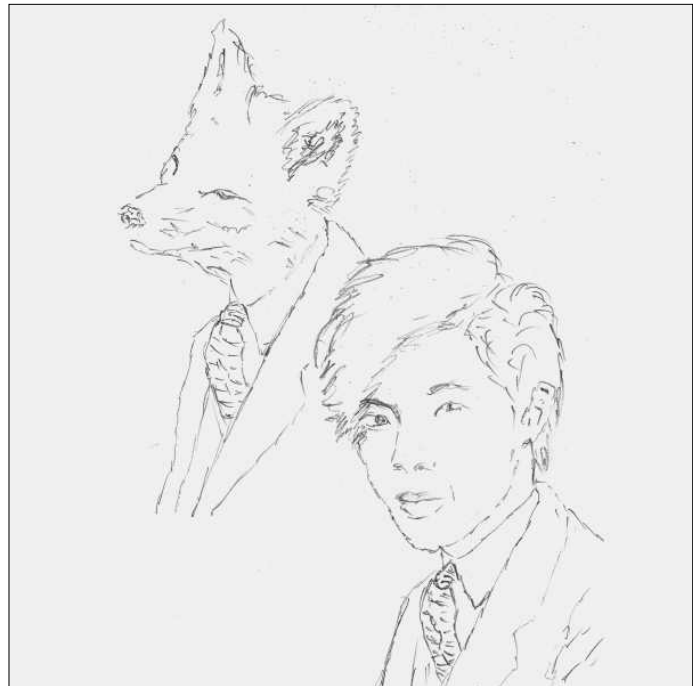
Crit: x2
Light, B/P/S

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Light

Character Number: 14034 - 30



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (3)	1	
Appraise	+1	INT (1)	-	
Bluff	+8	CHA (3)	1	
Climb	-1	STR (1)	-	
Diplomacy	+8	CHA (3)	1	
Disable Device	-	DEX (3)	-	
Disguise	+10	CHA (3)	1	
Escape Artist	+5	DEX (3)	1	
Fly	+1	DEX (3)	-	
Handle Animal	-	CHA (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+3	CHA (3)	-	
Linguistics	-	INT (1)	-	
Perception	+3	WIS (-1)	1	
Perform (percussion instruments)	+7	CHA (3)	1	
Ride	+1	DEX (3)	-	
Sense Motive	+4	WIS (-1)	1	
Sleight of Hand	+5	DEX (3)	1	
Spellcraft	-	INT (1)	-	
Stealth	+5	DEX (3)	1	
Survival	-1	WIS (-1)	-	
Swim	-1	STR (1)	-	
Use Magic Device	-	CHA (3)	-	

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.

Magical Tail

You grow an extra tail that represents your growing magical powers.

Prerequisite: Kitsune.

Rogue Weapon Proficiencies

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Inspired (1/day)

Roll twice and take the better result on a skill or ability check.

Tactician (1/day)

Gain a +2 trait bonus on an attack of opportunity.

Dagger

Main hand: **+1, 1d4+1**

Crit: 19-20/x2

Main w/ offhand: **-5, 1d4+1**

Rng: 10'

Main w/ light off.: **-3, 1d4+1**

Light, P/S

Offhand: **-7, 1d4**

Ranged: **+3, 1d4+1**

Ranged w/ offhand: **-3, 1d4+1**

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

Ranged offhand: **-5, 1d4**

Shortbow

Ranged, both hands: **+3, 1d6**

Crit: x3

Rng: 60'

2-hand, P

Unarmed strike

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

Crit: x2

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

Light, B, Nonlethal

nonlethal

Main w/ light off.: **-3, 1d3+1**

nonlethal

Offhand: **-7, 1d3 nonlethal**

Gear

Total Weight Carried: 42.5/130lbs, Light Load

(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Arrows x20 0.15 lbs

Belt pouch (empty) 0.5 lbs

Dagger 1 lb

Disguise kit (10 uses) 8 lbs

Lamellar (leather) armor 25 lbs

Monk's outfit (Free) -

Musical instrument: Janggo 3 lbs

Shortbow 2 lbs

Special Abilities

Change Shape (Su)

A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability.

A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus

Experience & Wealth

Experience Points: **0/3**

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

Silver Crusade: **Fame: 0, PP: 0**

Special Abilities

Gregarious (Ex)

Even among your own kind, your gift for making friends stands out. Whenever you successfully use Diplomacy to win over an individual, that creature takes a -2 penalty to resist any of your Charisma-based skill checks for the next 24

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

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.

Spell-Like Abilities

Dancing Lights (3/day)

Disguise Self (2/day)

Tracked Resources

Arrows

Dagger

Disguise kit (10 uses)

Inspired (1/day)

Tactician (1/day)

Languages

Common

Hwan

Sylvan

Background

Hello Ray,

I keep being yelled at by Ollysta Zadrian. But if she knew just how hard I work to keep to the straight and narrow.

It's really really really not my fault what happened at the market -- see I was going to buy those chickens for the orphans but it was a very long line and I knew the orphans would be hungry (I was getting hungry). And besides I didn't have any cash on me -- so I figured rather than inconveniencing the butcher by getting a complicated loan drawn up, I'd just make sure I came back later with more than enough money.

So anyhow, there wouldn't have been any trouble if the shopkeeper had been fair and civilized and asked me what was going on, instead of shouting for the guards and firing a blunderbuss at me! That was when things got bad with the sheep stand and the . . . well, you know all that.

I know that the sheet says I'm Chaotic. But I am not not not! I am such a good little fox, and I always follow the rules. Sure, once in a while I get a little bored or hungry or something, but I do what I'm supposed to. Or I try to! And that's what counts.

So, yeah, technically I'm a rogue. And "Trickster" is in my archetype name. But that is no reflection on me at all. I know that deep down I'm a very lawful fox, and I'm sure that every piece of evidence to the contrary is just ignoring the circumstances which forced my paw.

Anyhow, i figured out that the Pathfinders manage to resolve a lot of misunderstandings between their members and the law. I know that the Pathfinder Society respects my good heart, and will protect me from those who wrongly think that all kitsune must be mischief-makers!

Oh, I'm also a musician. It takes discipline to be a musician! Especially a drummer. I play the Janggo -- an hourglass-shaped drum native to Tien-Hwan. All drummers are lawful, right?

I have endless adventures, Mr. Diaz, and I look forward to working with you!

Park Hyun-Joon – Abilities & Gear

Magical Tail

Feat

You grow an extra tail that represents your growing magical powers.

Prerequisite: Kitsune.

Benefit: You gain a new spell-like ability, each usable twice per day, from the following list, in order: *disguise self*, *charm person*, *misdirection*, *invisibility*, *suggestion*, *displacement*, *confusion*, *dominate person*. For example, the first time you select this feat, you gain *disguise self* 2/day; the second time you select this feat, you gain *charm person* 2/day. Your caster level for these spells is equal to your Hit Dice. The DCs for these abilities are Charisma-based.

Special: You may select this feat up to eight times. Each time you take it, you gain an additional ability as described above.

Appears In : Advanced Race Guide

Inspired (1/day)

Trait

A positive force, philosophy, or divine presence fills you with hope, and is a guiding force of inspiration. Once per day as a free action, roll twice and take the better result on a skill check or ability check.

Appears In : Ultimate Campaign

Tactician (1/day)

Trait

You know how to take advantage of enemies who are unprepared for your assault. You gain a +1 trait bonus on initiative checks. In addition, once per day when you make an attack of opportunity, you gain a +2 trait bonus on the attack roll.

Appears In : Ultimate Campaign

Change Shape (Su)

Racial Ability (Kitsune)

A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. This ability otherwise functions as *alter self*, except that the kitsune does not adjust her ability scores.

Gregarious (Ex)

Unknown

Even among your own kind, your gift for making friends stands out. Whenever you successfully use Diplomacy to win over an individual, that creature takes a –2 penalty to resist any of your Charisma-based skill checks for the next 24 hours. This racial trait replaces agile.

Appears In : Advanced Race Guide

Low-Light Vision

Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

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.