

Pitivo Lakatos

Player: Scott David Gray

Male human (Varisian) fighter (dawnflower dervish, martial master) 3, Liberty's Edge faction - CR 2
Neutral Good Humanoid (Human); Deity: Sarenrae; Age: 16; Height: 5' 9"; Weight: 175 lb.; Eyes: Violet; Hair: Black; Skin: Pale

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+3	+1	+1			
REFLEX (DEXTERITY)	+4 =	+1	+2	+1			
WILL (WISDOM)	+3 =	+1	+1	+1			

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+5		+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	15				

CM Bonus	+6 =	+3	+3	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	18 = 10	BAB	Strength	Dexterity	Size
		+3	+3	+2	-

Base Attack	+3	HP	28

Anatomist: +1 trait bonus to confirm threats

Initiative	+3	Damage / Current HP

Speed	30 ft

Dual Gladii

gladius +5 (1d6+3/19-20), gladius +5 (1d6+1/19-20)

Sling

sling +5 (1d4+3)

Dual stakes

wooden stake +4 (1d4+3), wooden stake +4 (1d4+1)

Club

club +6 (1d6+4)

Stake

wooden stake +6 (1d4+3)

Gladius

gladius +7 (1d6+3/19-20)

Character Number: 14034 - 60



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+7	STR (3)	1	
Craft (All)	+3	INT (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+6	CHA (0)	3	
Perception	+1	WIS (1)	-	
Perform (All)	+0	CHA (0)	-	
Perform (dance)	+0	CHA (0)	-	
Profession (fortune-teller)	+11	WIS (1)	3	
Profession (soldier)	+7	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+2	DEX (2)	-	
Survival	+7	WIS (1)	3	
Swim	+7	STR (3)	1	

Wayfinder: +2 to avoid becoming lost

Activated Abilities & Adjustments

Skill Bonus: +2

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.

Feats

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.

Combat Reflexes (3 AoO/round)

You can make extra attacks of opportunity.

Dirty Fighting

Forgo flanking bonus to make combat maneuver not provoke attack of op.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -1/+2

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.

Tower Shield Proficiency

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

Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Weapon Focus (Gladius)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Anatomist

+1 to confirm critical hits.

Harrow Born (Varisian)

+1 bonus on initiative

Club and Gladius

club +4 (1d6+3), gladius +5 (1d6+1/19-20)

Dual Cold Iron Gladii

cold iron gladius +5 (1d6+3/19-20), cold iron gladius +5 (1d6+1/19-20)

Unarmed

unarmed strike +6 (1d3+3 nonlethal)

+1 mithral chain shirt

+5

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 78.5/260 lbs, Encumbrance Ignored

(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

+1 mithral chain shirt	12.5 lbs
Backpack (16 @ 39.5 lbs)	2 lbs
Bedroll <In: Backpack (16 @ 39.5 lbs)>	5 lbs
Belt pouch (2 @ 0 lbs)	0.5 lbs
Blanket, winter <In: Backpack (16 @ 39.5 lbs)>	3 lbs
Cloak of resistance +1	1 lb
Club	3 lbs
Cold iron gladius	3 lbs
Cold iron gladius	3 lbs
Explorer's outfit (Free)	-
Fancy Colorful Scarves	0.5 lbs
Flint and steel <In: Belt pouch (2 @ 0 lbs)>	-
Gladius	3 lbs
Gladius	3 lbs

Experience & Wealth

Experience Points: 7/9

Current Cash: **156 pp, 9 gp**

Liberty's Edge: **Fame: 12, PP: 12**

Gear

Total Weight Carried: 78.5/260 lbs,

Encumbrance Ignored

(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Grooming Kit <In: Backpack (16 @ 39.5 lbs)>	2 lbs
Handmade Harrow Deck that emits bubbles when used	-
Hat	0.5 lbs
Holy symbol, wooden (Sarenrae)	-
Mess kit <In: Backpack (16 @ 39.5 lbs)>	1 lb
Money <In: Belt pouch (2 @ 0 lbs)>	-
Pot <In: Backpack (16 @ 39.5 lbs)>	4 lbs
Rope <In: Backpack (16 @ 39.5 lbs)>	10 lbs
Shaving Kit <In: Backpack (16 @ 39.5 lbs)>	2.5 lbs
Sling	-
Soldier's uniform <In: Backpack (16 @ 39.5 lbs)>	5 lbs
Trail rations x4 <In: Backpack (16 @ 39.5 lbs)>	1 lb
Traveler's any-tool <In: Backpack (16 @ 39.5 lbs)>	2 lbs
Wand of cure light wounds (10 charges) <In: Backpack	-
Waterskin	4 lbs
Wayfinder (empty)	1 lb
Whetstone <In: Backpack (16 @ 39.5 lbs)>	1 lb
Wooden stake	1 lb
Wooden stake	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.

Burst of Speed -1 (Ex)

At 3rd level, a Dawnflower dervish takes only a -1 penalty to her AC after charging. At 7th level, the Dawnflower dervish can charge with no penalty. This ability replaces armor training 1.

Tracked Resources

Club	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds (10 charges)	<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"/>
Wooden stake	<input type="checkbox"/>
Wooden stake	<input type="checkbox"/>

Languages

Common
Skald

Varisian

Situational Modifiers

Survival

Wayfinder: +2 to avoid becoming lost

Will Save

Bravery: +1 vs. fear

Background

Pitivio was born on the 25th day of Desnus, 5702, to the Lakatos clan. With nine wagons, four horses, thirteen mules, one sow, nineteen goats, twenty-six chickens, and over forty family members, the Lakatos family is one of the most extensive Romani caravans in Varisia.

Partly because he is not a very impressive showman or fortune teller, and takes the veneration of Sarenrae a little too seriously, since 5715 most of Pitivo's family had been conspiring for some time to get him married off in a mutually beneficial marriage, to one of the daughters of one of the other major clans (ideally to one of the Dragov, girls). Each time Pitivo has said 'no' to a proposed match, Grampa threatened to "sell Pitivo to the Ustalavic army." And then, one day, Grampa actually did -- signing Pitivo up for two years in the army.

At the conclusion of his service, Pitivio returned to the clan, and entered into a short engagement to Livinia Dragov. And then old, drunk, Grampa, apparently lost a "sure bet" with a Pathfinder, and had apprenticed Pitivio to the Pathfinder Society. And a Pathfinder contract is not for two years, but for life.

There were many tears when Pitivio left for Absalom; not least because the Drogov's were claiming that the Pathfinder contract had been signed for Grampa "in order to shame [their] little Livinia." And, well, knowing Grampa, that might even be the case.

Sourcebooks Used

- **Advanced Class Guide** - Martial Master (archetype)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Wooden stake (weapon)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Anatomist (trait)
- **Dirty Tactics Toolbox** - Dirty Fighting (feat)
- **Humans of Golarion** - Harrow Born (Varisian) (trait)
- **Inner Sea Primer** - Dawnflower Dervish (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language); Varisian (language)
- **Inner Sea World Guide** - Varisian (race option)
- **Ultimate Combat / Ultimate Equipment** - Gladius (weapon); Gladius (weapon)
- **Ultimate Equipment** - Hat (equipment); Mess kit (equipment); Soldier's uniform (equipment); Traveler's any-tool (equipment)

Pitivo Lakatos – Abilities & Gear

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.

Dirty Fighting **Feat**

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Appears In : Dirty Tactics Toolbox

Power Attack -1/+2 **Feat**

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Two-Weapon Fighting **Feat**

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Appears In : Not New Paths Option: Use Scaling Feats

Weapon Focus (Gladius) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Anatomist **Trait**

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

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

Harrow Born (Varisian) **Trait**

You grew up around the mysterious fortune-tellers known throughout Ustalav and Varisia. You start play with a harrow deck passed down from a relative. Because of your skill with fortune-telling, you gain a +1 trait bonus on initiative checks.

Appears In : Humans of Golarion

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.

Burst of Speed -1 (Ex) **Class Ability (Fighter)**

At 3rd level, a Dawnflower dervish takes only a -1 penalty to her AC after charging. At 7th level, the Dawnflower dervish can charge with no penalty. This ability replaces armor training 1.

Wand of cure light wounds (10 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.

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

Traveler's any-tool

Wondrous Item

This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

Construction

Requirements Craft Wondrous Item, *major creation*; **Cost** 125 gp

Appears In : Ultimate Equipment

Wayfinder (empty)

Wondrous Item

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power—see *Wayfinders and Resonance* on page 149.

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, Adventurer's Guide, Ruins of Azlant