

Name: Pitivo Lakatos

PFS: #14034-60

Initiative: +3

AC: 17 (Touch 12, FF 15)

CMD: 18 (FF 16)

Fight Defensively: +2 (+2, +0) / +2 (+0)

Total Defense: +4 (+4, +0) / +4 (+0)

Fort: +5

Reflex: +4

Will: +3 [Bravery +1]

HP: 28

BAB: +3

Performance Combat: +1 [+2 Gladius]

CMB: +6 [If flanking, forgo +2 bonus to use a combat maneuver without provoking an AoO]

Speed: 30'

Languages: Skald, Taldane, Varisian

Per-scenario Abilities:

1 Reroll O

Per-day Abilities:

Limited Use Items:

10 Wand of Cure Light Wounds: OOOOO OOOOO

4 Trail Rations: OOOO

Skills:

Str: +3	Acrobatics: +2 [untrained]	Heal: +1 [untrained]	Profession [Fortune Teller]: +11
Dex: +2	Appraise: +1 [untrained]	Intimidate: +6	Profession [Soldier]: +7
Con: +1	Bluff: +0 [untrained]	Knowledge [All]: - [Untrained]	Ride: +2 [untrained]
Int: +1	Climb: +7	Knowledge Dungeoneering: - [Untrained]	Sense Motive: +1 [untrained]
Wis: +1	Craft [All]: +3 [untrained]	Knowledge Engineering: - [Untrained]	Sleight of Hand: - [Untrained]
Cha: +0	Diplomacy: +0 [untrained]	Knowledge Religion: - [Untrained]	Spellcraft: - [Untrained]
	Disable Device: - [untrained]	Linguistics: - [Untrained]	Stealth: +2 [untrained]
	Disguise: +0 [untrained]	Perception: +1 [Untrained]	Survival: +7 [+2 to avoid becoming lost]
	Escape Artist: +2 [untrained]	Perform [All]: +0 [Untrained]	Swim: +7
	Fly: +2 [untrained]	Perform [Dance]: +0 [Untrained]	Use Magic Device: - [Untrained]
	Handle Animal: - [untrained]	Profession [All]: - [Untrained]	

Always on:

Proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields)

May make attacks of opportunity while flat-footed.

May make three attacks of opportunity per round.

Reactions:

O **Kassen's Blessing (001)**: Reroll a single attack roll, saving throw, or skill check. Cross boon off of chronicle.

O **Impressive Find (003)**: Once earned 12 or more fame, +1 prestige point (spend immediately if prestige exceeds fame). Cross boon off of chronicle.

Free actions:

O **Celestial Lycanthropy (005)**: 1 hour, resist 5 acid, cold, electricity

Immediate Actions:**Swift actions:**

O **Legacy of a Princess (003)**: For one minute, the first time you hit a creature each round +2 to AC vs that creature until beginning of turn. Cross boon off of chronicle.

Move actions:**Standard actions:**

Cast Light with Wayfinder

CMB: +6 [If flanking, forgo +2 bonus to use a combat maneuver without provoking an AoO]

Club Attack: +6 to hit (20/x2) | 1d6+4 B +1 to confirm critical hits

Club Power Attack: +5 to hit (20/x2) | 1d6+7 B +1 to confirm critical hits

Wooden Stake Attack: +6 to hit (20/x2) | 1d4+3 P +1 to confirm critical hits

Wooden Stake Power Attack: +4 to hit (20/x2) | 1d4+5 P +1 to confirm critical hits

Gladius* Attack: +7 to hit (19-20/x2) | 1d6+3 P/S +1 to confirm critical hits

Gladius* Power Attack: +6 to hit (19-20/x2) | 1d6+5 P/S +1 to confirm critical hits

Full Round attack actions:**Club and Gladius Attack:**

Club Attack: +4 to hit (20/x2) | 1d6+3 B +1 to confirm critical hits

Gladius* Attack: +5 to hit (19-20/x2) | 1d6+1 P/S +1 to confirm critical hits

Club and Gladius Power Attack:

Club Attack: +3 to hit (20/x2) | 1d6+5 B +1 to confirm critical hits

Gladius* Attack: +4 to hit (19-20/x2) | 1d6+2 P/S +1 to confirm critical hits

Dual Wooden Stake Attack:

Wooden Stake Attack: +4 to hit (20/x2) | 1d4+3 P +1 to confirm critical hits

Wooden Stake Attack: +4 to hit (20/x2) | 1d4+1 P +1 to confirm critical hits

Dual Wooden Stake Power Attack:

Wooden Stake Power Attack: +3 to hit (20/x2) | 1d4+5 P +1 to confirm critical hits

Wooden Stake Power Attack: +3 to hit (20/x2) | 1d4+2 P +1 to confirm critical hits

Dual Gladii Attack:

Gladius* Attack: +5 to hit (19-20/x2) | 1d6+3 P/S +1 to confirm critical hits

Gladius* Attack: +5 to hit (19-20/x2) | 1d6+1 P/S +1 to confirm critical hits

Dual Gladii Power Attack:

Gladius* Attack: +4 to hit (19-20/x2) | 1d6+5 P/S +1 to confirm critical hits

Gladius* Attack: +4 to hit (19-20/x2) | 1d6+2 P/S +1 to confirm critical hits

* Same stats for the cold iron gladii

Ranged:

Sling: +5 to hit (20/x2) | 1d4+3 B 50' +1 to confirm critical hits

Modifiers for attacks:

Fighting Defensively: -4 to hit each attack

Total Defense: No attacks that round

Long actions:

Timinic's Trinkets (004): Buy certain items (wonderous items from the core book, sleeves of many garments, traveler's any-tool) for 1 prestige point.

O Monument's Blessings (005): Try one of these listed actions, on success, gain the benefit for 24 hours: Weapon play 10 minutes; succeed at 20 DC intimidate -- +1 to attack rolls. Pray for the dead 10 minutes; succeed at 15 DC Knowledge religion -- +1 morale bonus fortitude saves. Meditate 10 minutes; succeed at 15 DC spellcraft -- +1 DC fire spells. Study a map 10 minutes; succeed at 15 DC knowledge local -- +1 morale bonus will saves. Meditate 10 minutes; succeed at 15 DC knowledge religion -- +1 morale bonus to initiative.