

Character: Pitivo Lakatos, Player: Scott David Gray, PFS #14034-60

Class: Fighter [Dawnflower Dervish, Martial Master]; Starting cash 150 gp Favored Class: Fighter [+1 hp / level]

Race: Human, Neutral Good, Sarenrae, Liberty's Edge, Varisian ethnicity, Skald language, +2 STR
St 15/17 Dx 15 Co 12 In 12 Wis 12 Ch 10

Initial traits: Anatomist +1 to confirm crits; Harrow-born (Varisian) +1 Initiative

Initial armor purchase: Chain Shirt (100)

Initial Weapons purchase: Club (0), 2 x Wooden Stake (0), 2 x Gladius (30)

Initial Gear purchase: Harrow Deck (free), Explorer's outfit (free), 2 Sunrods (4), 4 Trail Rations (2), Shaving Kit (1.5), Backpack (2), Belt Pouch (1), Flint and Steel (1), Grooming Kit (Chewing stick, Comb, Hairbrush, Miniature mirror, Nail file, Scissors, Soap, Sponge, Tooth powder) (1), Hat (1), Holy Symbol Wooden (Serenrae) (1), Rope (1), Soldier's Uniform (1), Waterskin (1), Fancy Colorful Scarves (0.88), Pot (0.8), Winter Blanket (0.5), Mess Kit (0.2), Whetstone (0.02), Bedroll (0.1)

Male, age 16, 69", 175 pounds, Black hair, Violet eyes, Pale skin.

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 Dragov'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.

01: **Two Weapon Fighting, Power Attack, Weapon Focus Gladius; Proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields);** Intimidate +1, Profession [Fortune-Teller] +1, Survival +1, Linguistics 0, Climb +1, Handle Animal 0, Knowledge Dungeoneering 0, Knowledge Engineering 0, Knowledge Religion 0, Perform Dance 0, Ride 0, Swim 0

02: **Combat Reflexes; Bravery +1;** Intimidate +2, Profession [Fortune-Teller] +2, Survival +2, Linguistics 0, Climb 1, Handle Animal 0, Knowledge Dungeoneering 0, Knowledge Engineering 0, Knowledge Religion 0, Perform Dance 0, Ride 0, Swim +1

03: **Dirty Fighting; charge only lowers AC -1;** Intimidate +3, Profession [Fortune-Teller] +3, Survival +3, Linguistics 0, Climb 1, Handle Animal 0, Knowledge Dungeoneering +1, Knowledge Engineering 0, Knowledge Religion 0, Perform Dance 0, Ride 0, Swim 1

04: **Dex +1 (16); Double Slice;** Intimidate +4, Profession [Fortune-Teller] +4, Survival +4, Linguistics 0, Climb 1, Handle Animal 0, Knowledge Dungeoneering +1, Knowledge Engineering 0, Knowledge Religion 0, Perform Dance 0, Profession Soldier +1, Ride 0, Swim 1

05: **Extra Martial Flexibility; Move action 1 Martial Flexibility (8);** Intimidate +5, Profession [Fortune-Teller] +5, Survival +5, Linguistics 0, Climb 1, Handle Animal 0, Knowledge Dungeoneering 1, Knowledge Engineering +1, Knowledge Religion 0, Perform Dance 0, Ride 0, Swim 1

06: **Lunge; MF (8); Bravery +2, MF (9);** Intimidate +6, Profession [Fortune-Teller] +6, Survival +6, Linguistics 0, Climb 1, Handle Animal 0, Knowledge Dungeoneering 1, Knowledge Engineering 1, Knowledge Religion 0, Perform Dance 0, Profession Soldier 1, Ride +1, Swim 1

07: **Reach Defense;** Intimidate +7, Profession [Fortune-Teller] +7, Survival +7, Linguistics 0, Climb 1, Handle Animal +1, Knowledge Dungeoneering 1, Knowledge Engineering 1, Knowledge Religion 0, Perform Dance 0, Profession Soldier 1, Ride 1, Swim 1

08: **Dex +2 (17); Improved Critical Gladius; charge does not penalize AC; MF (10);** Intimidate +8, Profession [Fortune-Teller] +8, Survival +8, Linguistics 0, Climb 1, Handle Animal 1, Knowledge Dungeoneering 1, Knowledge Engineering 1, Knowledge Religion +1, Perform Dance 0, Profession Soldier 1, Ride 1, Swim 1

09: **Critical Focus; 2 MF feats as Move or 1 as Swift**; Intimidate +9, Profession [Fortune-Teller] +9, Survival +9, 2, Climb 1, Handle Animal 1, Knowledge Dungeoneering 1, Knowledge Engineering 1, Knowledge Religion 1, Linguistics 0, Perform Dance +1, Profession Soldier 1, Ride 1, Swim 1

10: **Improved Two-Weapon Fighting; Bravery +3, MF (11)**; Intimidate +10, Profession [Fortune-Teller] +10, Survival +10, Linguistics +1 (Shoanti), Climb 1, Handle Animal 1, Knowledge Dungeoneering 1, Knowledge Engineering 1, Knowledge Religion 1, Perform Dance 1, Profession Soldier 1, Ride 1, Swim 1

11: **Mobility; Forgo attack at highest bonus to do a full attack during a single move**; Intimidate +11, Profession [Fortune-Teller] +11, Survival 10, Linguistics ++3 (Azlanti, Ancient Osirion), Climb 1, Handle Animal 1, Knowledge Dungeoneering 1, Knowledge Engineering 1, Knowledge Religion 1, Perform Dance 1, Profession Soldier 1, Ride 1, Swim 1

12: **Str +1 (18); Two-weapon Rend; MF (12)**; Intimidate +12, Profession [Fortune-Teller] +12, Survival 10, Linguistics ++6 (Jistka, Thassilonian), Climb 1, Handle Animal 1, Knowledge Dungeoneering 1, Knowledge Engineering 1, Knowledge Religion 1, Perform Dance 1, Profession Soldier 1, Ride 1, Swim 1

13: Weapon Specialization

14: Weapon Trick (Two Weapon)

15: Improved Disarm

16: Dex +1 (18); Improved Initiative

17: Blind Fight

18: Greater Weapon Focus

19: Greater Weapon Specialization

20: Dex +1 (19); Greater Two-Weapon Fighting

Traveler's Any-tool (250)

Wayfinder (250)

Wand of Cure Light Wounds (750)

Cloak of Resistance +1/2/3 (1000,3000,5000)

Mithral Chain Shirt +0/1/2/3 (1100,1000,3000,5000)

Handy Haversack (2000)

Ring of Protection +1/2 (2000,6000)

Amulet of Natural Armor +1/2 (2000,6000)

Ring of Feather Falling (2200)

Spectacles of Understanding (3000)

Adamantine Gladius +0/1/Merciful (3115,2000,6000)

Adamantine Gladius +0/1/Holy (3115,2000,16000)

+2 Belt of Giant Strength/Physical Might (Str,Dex)/Physical Perfection (4000,6000,6000)

Winged Boots (16000)