

Todd Huli

Player: Scott David Gray

Male Kitsune Rogue (Bandit, Kitsune Trickster) 1 - CR 1/2

Chaotic Neutral Humanoid; Atheist; Age: 16; Height: 5' 7"; Weight: 155lb.; Eyes: Amber; Hair: Auburn

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	8	-1	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0 =						
REFLEX (DEXTERITY)	+6 =	+2	+4				
WILL (WISDOM)	-1 =		-1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 = 10			+4					

Touch AC 14	Flat-Footed AC 10
--------------------	--------------------------

CM Bonus	+0 =	BAB	Strength	Size	Misc
		-	0	-	-

CM Defense	14 = 10	BAB	Strength	Dexterity	Size
		-	0	+4	-

Total	Damage / Current HP
HP 8	

Base Attack +0	Initiative +4
-----------------------	----------------------

Speed 30 ft

Bite (Kitsune)

Mainhand: -1, 1d4

Main w/ Offhand: -7, 1d4

Main w/ Light Off.: -5, 1d4

Offhand: -9, 1d4

Crit: 20/x2
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (4)	1	
Appraise	+2	INT (2)	-	
Bluff	+9	CHA (3)	1	
Climb	+4	STR (0)	1	
Diplomacy	+9	CHA (3)	1	
Disable Device	+8	DEX (4)	1	
Disguise	+9	CHA (3)	1	
Escape Artist	+8	DEX (4)	1	
Fly	+4	DEX (4)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+7	CHA (3)	1	
Perception	+3	WIS (-1)	1	
Ride	+4	DEX (4)	-	
Sense Motive	+1	WIS (-1)	-	
Sleight of Hand	+8	DEX (4)	1	
Stealth	+8	DEX (4)	1	
Survival	-1	WIS (-1)	-	
Swim	+0	STR (0)	-	

Feats, Traits & Flaws

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.

Charming

+1 Bluff/Diplomacy/save DC for a language-dependent spell vs. targets who could be sexually attracted to you.

Magical Talent: Prestidigitation (1/day) (Sp)

Choose one 0-level spell - it becomes a 1/day spell-like ability for you.

Rogue Weapon Proficiencies

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

Feats, Traits & Flaws

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Finesse

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Dart

Mainhand: **+4, 1d4**

Crit: 20/x2

Main w/ Offhand: **-2, 1d4**

Rng: 20'

Main w/ Light Off.: **+0, 1d4**

Light, P

Offhand: **-4, 1d4**

Ranged: **+4, 1d4**

Ranged w/ Offhand: **-2, 1d4**

Ranged w/ Light Off.: **+0, 1d4**

Ranged Offhand: **-4, 1d4**

Hanbo

Mainhand: **+4, 1d6**

Crit: 20/x2

Main w/ Offhand: **-2, 1d6**

Light, Monk, Trip

Main w/ Light Off.: **+0, 1d6**

Offhand: **-4, 1d6**

Unarmed Strike

Mainhand: **+4, 1d3**

Crit: 20/x2

Main w/ Offhand: **-2, 1d3**

Light, B, Nonlethal

Main w/ Light Off.: **+0, 1d3**

Offhand: **-4, 1d3**

Gear

Total Weight Carried: 19.5/100lbs, Light Load

(Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)

Briefcase (18 @ 8 lbs) 2 lbs

Dart x16 <In: Briefcase> 0.5 lbs

Hanbo 2 lbs

Monk's Outfit (Free) <In: Briefcase> -

Perfume/Cologne <In: Briefcase> -

Ring sporting a 9-tailed fox, inlaid with small rubies (worth -

Thieves' tools 1 lb

Wallet (empty) <In: Well tailored suit> 0.5 lbs

Well tailored suit (1 @ 0.5 lbs) 6 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 on Disguise

Fast Shifter (Su)

You were born with an innate talent for switching between your natural forms. Using your racial change shape ability is a move action instead of a standard action. This racial trait replaces kitsune magic.

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.

Experience & Wealth

Experience Points: **0/2000**

Current Cash: **10 GP, 60 GP of Valuables**

Tracked Resources

Dart

□□□□□ □□□□□
□□□□□ □

Magical Talent: Prestidigitation (1/day) (Sp)

□

Languages

Common
Senzar

Sylvan
Tien