

Wayne

Player: Scott David Gray

Male Halfling Fighter (Archer) 1, Paladin (Divine Hunter) 1, Rogue (Sniper) 1, Taldor faction - CL3 - CR 2

Lawful Good Humanoid (Halfling); Deity: **Erastil**; Age: **25**; Height: **3' 1"**; Weight: **35lb.**; Eyes: **Hazel**; Hair: **Dark**; Skin: **Olive**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+4			+1		
	Fearless: +2 vs. fear						
REFLEX (DEXTERITY)	+6 =	+2	+3		+1		
	Fearless: +2 vs. fear						
WILL (WISDOM)	+4 =	+2	+1		+1		
	Fearless: +2 vs. fear						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 = 10			+3	+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	11				

CM Bonus	+0 =	+2	+1	-1	-

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

CM Defense	15 = 10	+2	+1	+3	-1

Base Attack	+2	HP	21

Low Blow: +1 bonus to confirm critical hits vs. foes larger than yourself

Initiative	+3

Speed	20 ft

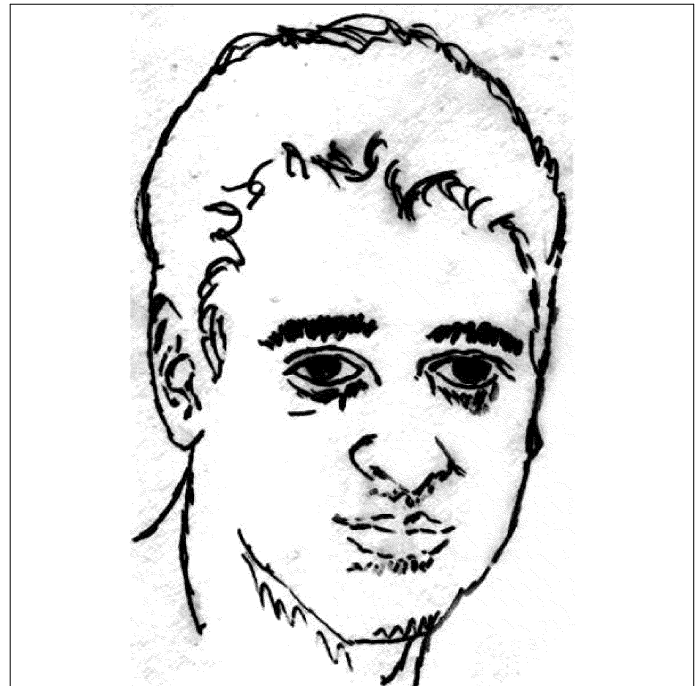
+1 Longbow

Ranged, both hands: **+6/+6, 1d6+2**

Crit: x3
Rng: 100'
2-hand, P

Low Blow: +1 bonus to confirm critical hits vs. foes larger than yourself

Character Number: 14034 - 20



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (3)	2	
Speed less than 30': -4 jump				
Appraise	+6	INT (2)	1	
Bluff	+7	CHA (2)	2	
Climb	+1	STR (1)	-	
Diplomacy	+8	CHA (2)	3	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+5	DEX (3)	-	
Heal	+5	WIS (1)	1	
Intimidate	+2	CHA (2)	-	
Knowledge (local)	+8	INT (2)	3	
Perception	+7	WIS (1)	3	
Ride	+7	DEX (3)	1	
Sense Motive	+1	WIS (1)	-	
Stealth	+16	DEX (3)	3	
Survival	+1	WIS (1)	-	
Swim	+1	STR (1)	-	

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.

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.

Feats

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Point Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

Rogue Weapon Proficiencies

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

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Stealth)

You get a +3 bonus on all checks involving the chosen skill.

Tower Shield Proficiency

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

Traits

Helpful

Aid another grants allies a +4 bonus (instead of usual +2).

Provider

+1 trait bonus to any roll to get food or water for others.

Shortsword

Main hand: **+2, 1d4+1**

Crit: 19-20/x2

Main w/ offhand: **-4, 1d4+1**

Light, P

Main w/ light off.: **-2, 1d4+1**

Offhand: **-6, 1d4**

Low Blow: +1 bonus to confirm critical hits vs. foes larger than yourself

Gear

Total Weight Carried: 22.475/97.5lbs, Light Load

(Light: 32.25lbs, Medium: 64.5lbs, Heavy: 97.5lbs)

+1 Longbow	1.5 lbs
Ale (per gallon)	8 lbs
Arrows x40	0.075 lbs
Artisan's outfit (Free)	-
Backpack (26 @ 17.5 lbs) <In: Dropped to ground (1	0.5 lbs
Bedroll <In: Backpack (26 @ 17.5 lbs)>	1.25 lbs
Belt pouch (2 @ 1.1 lbs)	0.125 lbs
Blanket	0.25 lbs
Blunt arrows x20	0.075 lbs
Bread x2 <In: Backpack (26 @ 17.5 lbs)>	0.5 lbs
brooch, puzzle ring	-
Caravan (empty) (Diplomacy)	-
Cheese x2 <In: Backpack (26 @ 17.5 lbs)>	0.5 lbs
Courtier's outfit <In: Backpack (26 @ 17.5 lbs)>	1.5 lbs
Dragon punch whiskey (per cup) x4 <In: Backpack (26 @ 1	1 lb
Flight arrows x20	0.075 lbs
Flint and steel <In: Belt pouch (2 @ 1.1 lbs)>	-
Hammock <In: Backpack (26 @ 17.5 lbs)>	0.75 lbs
Holy symbol, wooden (Erastil's Bow)	-
Meat <In: Backpack (26 @ 17.5 lbs)>	0.5 lbs
Money <In: Belt pouch (2 @ 1.1 lbs)>	1.1 lbs
Mug/tankard x2 <In: Backpack (26 @ 17.5 lbs)>	1 lb
Shortsword	1 lb
Signal whistle	-
Sunrod x2	1 lb

Experience & Wealth

Experience Points: 7/9

Current Cash: **55 PP**

Taldor: **Fame: 14, PP: 9**

Gear

Total Weight Carried: 22.475/97.5lbs, Light Load

(Light: 32.25lbs, Medium: 64.5lbs, Heavy:

97.5lbs)

Tobacco <In: Backpack (26 @ 17.5 lbs)>	2 lbs
Trail rations x10 <In: Backpack (26 @ 17.5 lbs)>	0.25 lbs
Wand of Bless Weapon	-
Wand of Cure Light Wounds	-
Waterskin	1 lb
Whetstone <In: Backpack (26 @ 17.5 lbs)>	1 lb
Whistling arrow x20	0.075 lbs

Special Abilities

Accuracy (Ex)

At 1st level, a sniper halves all range increment penalties when making ranged attacks with a bow or crossbow. This ability replaces trapfinding.

Aura of Good (Ex)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Fearless

+2 racial bonus vs Fear saves.

Low Blow

Some halflings train extensively in the art of attacking larger creatures. Halflings with this racial trait gain a +1 bonus on critical confirmation rolls against opponents larger than themselves. This racial trait replaces keen senses.

Smite Evil (1/day) (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any)

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.

Swift as Shadows

Halflings possess incredible stealth even while moving through obstructed areas. Halflings with this racial trait reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10. This racial trait

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Arrows	<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"/> <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"/> <input type="checkbox"/>
Blunt arrows	<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"/> <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"/>
Flight arrows	<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"/> <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"/>
Smite Evil (1/day) (Su)	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<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"/> <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"/>

Tracked Resources

Wand of Bless Weapon	<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"/>
	<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"/>
	<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"/>
	<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"/>
	<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"/>
Wand of Cure Light Wounds	<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"/>
	<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"/>
	<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"/>
	<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"/>
	<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"/>
Whistling arrow	<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"/>
	<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"/>

Languages

Common	Goblin
Elven	Halfling

Spells & Powers

Paladin (Divine Hunter) Spell DC: 12 + spell level

CL: 0 (vs. SR: +0, Concentration: +2)

Melee Touch +2 Ranged Touch +5

Maximum Paladin (Divine Hunter) spells per day:

Background

Wayne grew up in the Halfling village of Brownstone (population about 400). Brownstone is situated in the Western bay of Kortos island, nestled among the hills and due North of Diobel.

Wayne grew up being referred to as "the Zuzaristan boy." By practice, Halfling foundlings are named for the goddess Chaldira Zuzaristan, regardless of where and how they are raised. Wayne doesn't advertise the fact that he has no family, so is reluctant to give the surname.

In Brownstone, no one family took sole responsibility for Wayne. Instead, he lived variously with several separate families. Through most of his childhood Wayne was alternately living with the Trevok, Faramin and Barcon families. After Mrs. Faramin caught Wayne and Shellin Faramin playing Paladin (a game that involves the laying on of hands), Wayne was no longer welcome in the Faramin home.

Wayne made a basic living hunting small mammals with his bow, and selling them to butcher Huckins. Over time, his reliance on the kindness of the local families diminished, and he was able to feed and clothe himself, and even pay back some of the kindness shown him as a child (though he asked intermediaries to bring his gifts to Mrs. Faramin).

By the time he was a young man, Wayne began to ask around about who had abandoned him. Nobody really knew for sure, but with such a small population, it was fairly certain that the two-year-old foundling had not been born to any local halfling, and had not been in town before. The best lead Wayne got, is that some people remember a lone Pathfinder named Jona Clay passing through Brownstone in 4689 just around when Wayne was found.

On questioning Venture Captain Drendle dreng at the Absalom chapter of the Pathfinder society, Wayne learnt that Jona Clay had disappeared about a decade before. Wayne decided that he would need to travel with the Pathfinders, if he was to ever cross paths with Jona Clay. And, besides, Wayne has an interest in trade, and considers the Pathfinders to be a good organization from which to make contacts before starting a caravan. So Wayne joined the world's most renowned travel agency -- the Pathfinder society.

After meeting the Tian venture captain, Amara Li, Wayne joined her lodge. He liked Amara Li's style, as a by-the-book person who was a friend to travel. And with Amara Li as a patron, Wayne hopes that he can work on making a profitable caravan route, that he can extend over time to run between Kortos and Goka.

Wayne – Abilities & Gear

Point Blank Shot Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot Feat

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Rapid Shot Feat

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Skill Focus (Stealth) Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

Helpful Trait

You see nothing wrong with letting others achieve greatness so long as the job gets done. Whenever you successfully perform an aid another action, you grant your ally a +4 bonus instead of the normal +2.

Appears In: Halflings of Golarion

Provider Trait

Few things exalt your faith more than feeding the hungry with your own honest sweat. You gain a +1 trait bonus on any d20 roll to acquire food or water for others. Though this bonus most often applies to Survival checks, it could also apply to attacking monsters that are safe and nutritious to eat (mainly animals and plants). However, Erastil takes a dim view of waste and of those who scorn his favor, and if you abuse this gift (for example, by using the bonus to defeat a bear, then only eating one bite of it), he punishes you with a –2 penalty on attacks, checks, and saves for 24 hours.

Appears In: Halflings of Golarion

Fearless Racial Ability (Halfling)

+2 racial bonus vs Fear saves.

Low Blow Unknown

Some halflings train extensively in the art of attacking larger creatures. Halflings with this racial trait gain a +1 bonus on critical confirmation rolls against opponents larger than themselves. This racial trait replaces keen senses.

Appears In: Advanced Player's Guide, Advanced Race Guide

Swift as Shadows Unknown

Halflings possess incredible stealth even while moving through obstructed areas. Halflings with this racial trait reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10. This racial trait replaces sure-footed.

Appears In: Advanced Player's Guide, Advanced Race Guide

Accuracy (Ex) Class Ability (Rogue)

At 1st level, a sniper halves all range increment penalties when making ranged attacks with a bow or crossbow. This ability replaces trapfinding.

Aura of Good (Ex) Class Ability (Paladin)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Detect Evil (At will) (Sp) Class Ability (Paladin)

At will, a paladin can use *detect evil*, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not *detect evil* in any other object or individual within range.

Smite Evil (1/day) (Su) Class Ability (Paladin)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Note: Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

Wayne – Abilities & Gear

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.

Caravan (empty) (Diplomacy)

Vanity

You own a controlling share in a caravan that makes regular trips through the Inner Sea region. You aren't required to maintain a presence in the caravan, and thus do not need to accompany the caravan as it makes its journeys, but you do shoulder some of the responsibility of ownership. For the most part, this means handling things like representing the caravan's interests to important merchants, politicians, and aristocrats. When you first purchase your caravan, you must decide how you wish to represent the caravan's interests—this decides what additional skill you can use to make Day Job checks. If you wish to represent the caravan as an upstanding citizen and above-the-board merchant, you can use Diplomacy to make Day Job rolls. If, on the other hand, you want to skirt the laws, focus on smuggling, and otherwise use deception to maintain the caravan's success, you can use Bluff to make Day Job rolls. Finally, if you want to have your caravan be especially well guarded and use blatant shows of force to get what you need, you can use Intimidate to make Day Job rolls.

Appears In: Pathfinder Society Field Guide

Wand of Bless Weapon

Wand

Bless Weapon, None

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Wand of Cure Light Wounds

Wand

Cure Light Wounds, Will half (harmless); see text (DC 11)

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.