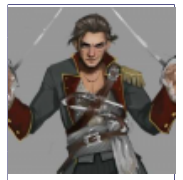


Kaleb Bloodwyne

Character Name: Kaleb Bloodwyne Player Name: Human / Humanoid Deity: The Shackles Region: Chaotic Good
 Class: Rogue (Swashbuckler) 6 RACE: Human / Humanoid Medium / 5 ft. 0' 0" / 0 lbs. Alignment: Normal
 Character Level (CR): 6 (5) EXP/NEXT LEVEL: 23000 / 35000 AGE: 0 GENDER: Male EYES: VISION



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	10	+0	10	+0			42				Walk 30 ft.
DEX Dexterity	18	+4	18	+4			AC armor class	21	21	15	10
CON Constitution	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INT Intelligence	14	+2	14	+2			INITIATIVE modifier	+8	+4	+4	MISS CHANCE
WIS Wisdom	10	+0	10	+0			Encumbrance	Light	10	+0	Arcane Spell Failure
CHA Charisma	14	+2	14	+2					0	0	ARMOR CHECK PENALTY
SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP				
FORTITUDE (constitution)	+3	+2	+1	+0	+0	+0					
REFLEX (dexterity)	+9	+5	+4	+0	+0	+0					
WILL (wisdom)	+3	+2	+0	+0	+1	+0					

Conditional Save Modifiers:
 +2 morale bonus vs. fear

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+4	+4	+0	+0	+0	+0	
RANGED attack bonus	+8	+4	+4	+0	+0	+0	
CMB attack bonus	+4	+4	+0	+0			

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
	+4	+4	+4	+4	+4	+4
CMD	DIRTY TRICK	DRAG	REPOSITION	STEAL		
	+4	+4	+4	+4		
CMD	19	19	19	19	19	19

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3	20/x2	5 ft.

Special Properties:

*+2 Rapier	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	18-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+11	1d6+2	2W-P-(OH)	+5	1d6+2
1H-O	+7	1d6+2	2W-P-(OL)	+7	1d6+2
2H	+11	1d6+2	2W-OH	+1	1d6+2

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+8	1d4	2W-P-(OH)	+2	1d4
1H-O	+4	1d4	2W-P-(OL)	+4	1d4
2H	+8	1d4	2W-OH	+0	1d4
TH	10 ft. +8	20 ft. +6	30 ft. +4	40 ft. +2	50 ft. +0
Dam	1d4	1d4	1d4	1d4	1d4

War Razor	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+8	1d4	2W-P-(OH)	+2	1d4
1H-O	+4	1d4	2W-P-(OL)	+4	1d4
2H	+8	1d4	2W-OH	+0	1d4

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Mithral Shirt	mithral	Light	+6	+6	+0
					10

TOTAL SKILLPOINTS: 66	SKILLS	MAX RANKS: 6/6
	KEY ABILITY	SKILL MODIFIER
✓ Acrobatics	DEX	14 = 4 + 5 + 5
✓ Appraise	INT	10 = 2 + 5 + 3
✓ Bluff	CHA	8 = 2 + 3 + 3
✓ Climb	STR	11 = 0 + 6 + 5
✓ Craft (Untrained)	INT	2 = 2
✓ Diplomacy	CHA	13 = 2 + 5 + 6
✓ Disable Device	DEX	12 = 4 + 3 + 5
✓ Disguise	CHA	7 = 2 + 2 + 3
✓ Escape Artist	DEX	4 = 4
✓ Fly	DEX	4 = 4
✓ Heal	WIS	0 = 0
✓ Intimidate	CHA	7 = 2 + 1 + 4
Knowledge (Geography)	INT	3 = 2 + 1
Knowledge (Local)	INT	6 = 2 + 1 + 3
✓ Perception	WIS	9 = 0 + 6 + 3
✓ Perform (Dance)	CHA	6 = 2 + 1 + 3
✓ Perform (Untrained)	CHA	2 = 2
✓ Profession (Sailor)	WIS	9 = 0 + 5 + 4
✓ Ride	DEX	4 = 4
✓ Sense Motive	WIS	9 = 0 + 6 + 3
✓ Sleight of Hand	DEX	9 = 4 + 2 + 3
✓ Stealth	DEX	13 = 4 + 6 + 3
✓ Survival	WIS	0 = 0
✓ Swim	STR	11 = 0 + 6 + 5
Use Magic Device	CHA	7 = 2 + 2 + 3
		= + +
		= + +

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
+2 Rapier	Equipped	1	2 / 8,320
Courtier's Outfit	Equipped	1	6 / 30
+2 Mithral Shirt	Equipped	1	10 / 5,100
<small>mithral</small>			
Masterwork Thieves' Tools	Equipped	1	1 / 100
<small>Plural: No</small>			
Potion of Cure Moderate Wounds	Equipped	1	0 / 300
<small>☐</small>			
<small>Cures 2d8+3 points of damage Aura: faint conjuration (healing), Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, cure moderate wounds, Slot: none</small>			
Potion of Cure Light Wounds	Equipped	4	0 (0) / 50 (200)
<small>☐☐☐☐</small>			
<small>Cures 1d8+1 points of damage Aura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, cure light wounds, Slot: none</small>			
Dagger	Carried	4	1 (4) / 2 (8)
War Razor	Carried	1	1 / 8
TOTAL WEIGHT CARRIED/VALUE	24 lbs.	14,066gp	

WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Heavy	100
		Push / Drag	500

MONEY	
Total= 0 gp [Unspent Funds = 386 gp]	

MAGIC	

Languages	
Aquan, Common, Read Lips	

Other Companions	

Archetypes	
Swashbuckler	[Paizo Inc. - Advanced Player's Guide, p.135]
A paragon of mobile swordplay, the swashbuckler is a rogue who focuses almost exclusively on honing her skill at arms and perfecting daring acrobatic moves and elaborate flourishes that border on performance.	

Traits	
Buccaneer's Blood	[Paizo Publishing - Skull & Shackles Player's Guide, p.5]
One of your ancestors was an infamous Free Captain of the Shackles, whose very name struck fear in the hearts of those who sailed the seas in search of an honest living. Piracy is in your blood, and you've always longed to follow in your forebear's footsteps and plunder the shipping lanes. You gain a +1 trait bonus on Intimidate and Profession (sailor) checks. In addition, you gain a one-time +1 trait bonus to your Disrepute and Infamy scores (see "The Life of a Pirate" in Pathfinder Adventure Path #55 for details on the Infamy system). You went to a tavern called the Formidably Maid, a notorious pirate hangout in Port Peril, eager to start your career as a buccaneer. While you were there, however, a dashing and flirtatious corsair caught your eye, and after a whirlwind night of booze and romance, you found yourself beaten senseless and stuffed in a sack, carried off to who knows where.	
Indomitable Faith	[Paizo Inc. - Advanced Player's Guide, p.328]
You were born in a region where your faith was not popular, yet you never abandoned it. You gain a +1 trait bonus on Will saves as a result.	

Special Attacks	
Sneak Attack (Ex)	[CR]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 3d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you 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, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.	

Special Qualities	
Bonus Feat	[CR]
Humans select one extra feat at 1st level.	
Daring (Ex)	[APG]
You gain a +2 morale bonus on Acrobatics checks and saving throws against fear.	
Evasion (Ex)	[CR]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are	

wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Martial Training (Ex)	[APG]
You may select one martial weapon to add to your list of weapon proficiencies. In addition, you may take the combat trick rogue talent up to two times.	
Skilled	[CR]
Humans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.	
Stand Up (Ex)	[CR]
You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.	
Uncanny Dodge (Ex)	[CR]
You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.	

Feats	
Athletic	[CR]
You possess inherent physical prowess.	
You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
Dodge	[CR]
Your training and reflexes allow you to react swiftly to avoid an opponent's attack.	
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	
Improved Initiative	[CR]
Your quick reflexes allow you to react quickly to danger.	
You get a +4 bonus on initiative checks.	
Martial Weapon Proficiency (War Razor)	[CR]
You understand how to use your chosen martial weapon in combat.	
You make attack rolls with the selected weapon normally (without the non-proficient penalty).	
Skill Focus (Diplomacy)	[CR]
You are particularly adept at your chosen skill.	
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.	
Weapon Focus (Rapier)	[CR]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Finesse (Granted)	[CR]
You are trained in using your agility in melee combat, as opposed to brute strength.	
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.	

Proficiencies	
Bayonet, Blowgun, Cestus, Club, Hand Crossbow, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Gauntlet, Spiked Gauntlet, Grapple, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Short Sword, Unarmed Strike, War Razor	

Kaleb Bloodwyne

Human

RACE

0

AGE

Male

GENDER

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

The Shackles

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

