

#yeung ##amaya

Character Name

Ninja 9

CLASS

Vincent

Player Name

Human (Tian-Shu) / Humanoid

RACE

Irori

Deity

Medium / 5 ft.

SIZE / FACE

Shokuro

Region

5' 0" / 115 lbs.

HEIGHT / WEIGHT

Neutral

Alignment

93504-1

CHARACTER ID



Ex Lantern
Lodge Faction

9 (8) Character Level (CR) EXP/NEXT LEVEL

16 AGE Femelle GENDER

Dark brown EYES Dark, Long HAIR

FACTION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	18	+4		
DEX Dexterity	16	+3	16	+3		
CON Constitution	12	+1	12	+1		
INT Intelligence	11	+0	11	+0		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	16	+3	16	+3		

HP	AC	INITIATIVE	SAVING THROWS	ENCUMBRANCE	SPEED
63	21	+3	FORTITUDE: +6, REFLEX: +11, WILL: +5	Light	Walk 30 ft.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6	+3	+1	+2	+0	+0	
REFLEX (dexterity)	+11	+6	+3	+2	+0	+0	
WILL (wisdom)	+5	+3	+0	+2	+0	+0	

MELEE	RANGED	CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
+10/+5	+9/+4	+10/+5	+17/+12	+10/+5	+10/+5	+10/+5	+10	+10

CMB	CMD
26	24

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+12/+7	1d3+6	20/x2	5 ft.

Special Properties: unarmed and natural attacks do +1d6 electricity damage

*Unarmed Strike	HAND	TYPE	SIZE	CRITICAL	REACH
	Équipé	B	M	20/x2	5 ft.

*Masterwork Kusarigama	HAND	TYPE	SIZE	CRITICAL	REACH
(Sickle and Chain/Cold Iron; Cold Iron)	deux armes	S/B	M	20/x2/2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+9/+4/+9	1d3+4/+2

Special Properties: Head1: 30 hp/inch, hardness 10, Head2: 30 hp/inch, hardness 10

*Masterwork Kusarigama (Sickle and Chain/Cold Iron; Cold Iron/Head 1 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	deux armes	S	M	20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+11/+6	1d3+6

Special Properties: 30 hp/inch, hardness 10

*: 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
*+1 Elven Chain (Brawling/Glamered)	Light	+7	+4	-2	20
30 hp/inch, hardness 15, can appear as normal clothing on command, +2 bonus on unarmed attack and damage rolls, including combat maneuver checks made to grapple. Unarmed strikes bypass magic weapon DR.					
*Ring of Protection +1		+1		+0	0
Ioun Stone, Dusty rose Prism		+1		+0	0

Ki Pool
Uses per day: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	MISS CHANCE	ARCANE SPELL FAILURE PENALTY	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
			20	-2	0					

TOTAL SKILLPOINTS: 81	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓	Acrobatics	DEX	10	= 3	+ 6	+ 1
✓	Appraise	INT	4	= 0	+ 1	+ 3
✓	Bluff	CHA	15	= 3	+ 9	+ 3
✓	Climb	STR	6	= 4	+ 1	+ 1
✓	Craft (Untrained)	INT	0	= 0		
✓	Diplomacy	CHA	7	= 3	+ 1	+ 3
✓	Disable Device	DEX	6	= 3	+ 2	+ 1
✓	Disguise	CHA	18	= 3	+ 9	+ 6
✓	Escape Artist	DEX	1	= 3		-2
✓	Fly	DEX	1	= 3		-2
✓	Heal	WIS	0	= 0		
✓	Intimidate	CHA	7	= 3	+ 1	+ 3
✓	Knowledge (Local)	INT	5	= 0	+ 2	+ 3
✓	Linguistics(Elven, Giant, Kelish, Minkaian, Osiriani, Skald, Sylvan, Undercommon, Varisian)	INT	12	= 0	+ 9	+ 3
✓	Perception	WIS	12	= 0	+ 9	+ 3
✓	Perform (Sing)	CHA	10	= 3	+ 4	+ 3
✓	Perform (Untrained)	CHA	3	= 3		
✓	Ride	DEX	1	= 3		-2
✓	Sense Motive	WIS	9	= 0	+ 6	+ 3
✓	Sleight of Hand	DEX	6	= 3	+ 2	+ 1
✓	Spellcraft	INT	2	= 0	+ 2	
✓	Stealth	DEX	13	= 3	+ 9	+ 1
✓	Stealth (Stationary for at least one round)	DEX	16	= 3	+ 9	+ 4
✓	Survival	WIS	0	= 0		
✓	Swim	STR	7	= 4	+ 2	+ 1
✓	Use Magic Device	CHA	15	= 3	+ 9	+ 3

Conditional Skill Modifiers:
 +1 circumstance bonus on any Charisma-based checks with any citizen of Andoran
 +4 bonus to Diplomacy with members of the character's faction
 +2 circumstance bonus to Diplomacy with Dwarves
 +2 to Sense Motive vs current or former Pathfinders
 +2 circumstance bonus to Diplomacy in Irrisen
 +1 bonus on Bluff checks made against demonic cultists in noncombat situations

*Masterwork		HAND	TYPE	SIZE	CRITICAL	REACH
Kusarigama (Sickle and Chain/ Cold Iron;Cold Iron/Head 2 only)		deux armes	B	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	Indisponible	1d6+4	2W-P-(OH)	Indisponible	1d6+4	
1H-O	Indisponible	1d6+2	2W-P-(OL)	+9/+4	1d6+4	
2H	+11/+6	1d6+6	2W-OH	+9	1d6+2	

Special Properties: 30 hp/inch, hardness 10

Holy Water (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Équipé		M	20/x2	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	2d4	2d4	2d4	2d4	2d4	

Special Properties: Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Alchemist's Fire (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Équipé	F	M	20/x2	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties: Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

Wakizashi (Cold Iron)		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	PS	M	18-20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+10/+5	1d6+4	2W-P-(OH)	+6/+1	1d6+4	
1H-O	+10/+5	1d6+2	2W-P-(OL)	+8/+3	1d6+4	
2H	+10/+5	1d6+4	2W-OH	+8	1d6+2	

Special Properties: 30 hp/inch, hardness 10

Shuriken		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	P	M	20/x2	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	1d2+4	1d2+4	1d2+4	1d2+4	1d2+4	

Special Properties: May be used to perform a flurry of blows (pg. 145)

+1 Composite Shortbow STR (+3)		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +10/+5		Damage: 1d6+4		
70 ft.		140 ft.		210 ft.		280 ft.
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3	
Dam	1d6+4	1d6+4	1d6+4	1d6+4	1d6+4	
420 ft.		490 ft.		560 ft.		630 ft.
TH	+0/-5	-2/-7	-4/-9	-6/-11	-8/-13	
Dam	1d6+4	1d6+4	1d6+4	1d6+4	1d6+4	

Special Properties: Strength bonus to damage, 10 hp/inch, hardness 5

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Mighty Fists (Shock) unarmed and natural attacks do +1d6 electricity damage	Equipped	1	NaN / 4,000
Unarmed Strike	Equipped	1	0 / 0
Armbands of the Brawler	Equipped	1	1 / 500
Ring of Protection +1	Equipped	1	0 / 2,000
Masterwork Kusarigama (Sickle and Chain/Cold Iron;Cold Iron)	Equipped	1	3 / 636
Head1: 30 hp/inch, hardness 10, Head2: 30 hp/inch, hardness 10			
Gauntlets of the Skilled Maneuver	Equipped	1	1 / 4,000
Outfit (Explorer's)	Equipped	1	8 / 0
Belt of Giant Strength +2	Equipped	1	1 / 4,000
Cloak of Resistance +2	Equipped	1	1 / 4,000
Bodywrap of Mighty Strikes +1	Equipped	1	1 / 3,000
Wearer may add a +1 enhancement bonus to a single unarmed strike 21/round			
+1 Elven Chain (Brawling/Glamered)	Equipped	1	20 / 11,850
30 hp/inch, hardness 15, can appear as normal clothing on command, +2 bonus on unarmed attack and damage rolls, including combat maneuver checks made to grapple. Unarmed strikes bypass magic weapon DR.			
Backpack, Masterwork	Equipped	1	4 / 50
37.5 lbs., 1 Flint and Steel, 1 Entertainer's Outfit, 1 Rations (Trail/Per Day), 1 Sewing Needle, 1 Signet Ring, 1 Soap (per lb.), 1 String (50 ft.), 1 Torch, 1 Whetstone, 1 Disguise Kit, 1 Courtier's Outfit, 1 Courtier outfit's jewelry, 1 Ink (1 oz. Vial), 1 Inkpen, 1 Sunrod, 1 Potion of Darkvision, 1 Thieves' Tools (Masterwork), 1 Caltraps, 1 Signal Whistle, 1 Smoke Pellet, 1 Smelling Salts, 1 Holy Water (Flask), 1 Alchemist's Fire (Flask), 1 Oil of Bless Weapon, 2 Parchment (Sheet), 1 Potion of Remove Disease, 1 Soul Stimulant, 2 Hot Weather Outfit			
Flint and Steel	Backpack, Masterwork	1	0 / 1
Entertainer's Outfit	Backpack, Masterwork	1	4 / 3
Rations (Trail/Per Day)	Backpack, Masterwork	1	1 / 0.5
Sewing Needle	Backpack, Masterwork	1	0 / 0.5
Signet Ring	Backpack, Masterwork	1	0 / 5
TOTAL WEIGHT CARRIED/VALUE		100,27 lbs.	44,277gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Soap (per lb.)	Backpack, Masterwork	1	1 / 0.5
String (50 ft.)	Backpack, Masterwork	1	NaN / 0
Torch	Backpack, Masterwork	1	1 / 0
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Whetstone	Backpack, Masterwork	1	1 / 0
Disguise Kit	Backpack, Masterwork	1	8 / 50
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Courtier's Outfit	Backpack, Masterwork	1	6 / 30
Courtier outfit's jewelry	Backpack, Masterwork	1	0 / 50
(Jewelry)			
Ink (1 oz. Vial)	Backpack, Masterwork	1	0 / 8
Inkpen	Backpack, Masterwork	1	0 / 0.1
Sunrod	Backpack, Masterwork	1	1 / 2
Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.			
Potion of Darkvision	Backpack, Masterwork	1	0 / 300
Grants darkvision (60 ft.) for 3 hours			
Thieves' Tools (Masterwork)	Backpack, Masterwork	1	2 / 100
Caltraps	Backpack, Masterwork	1	2 / 1
Signal Whistle	Backpack, Masterwork	1	0 / 0.8
Smoke Pellet	Backpack, Masterwork	1	0 / 25
Craft DC: 20			
Smelling Salts	Backpack, Masterwork	1	0 / 25
Grants new saving throw against unconscious or staggered conditions. If dying, become conscious and staggered but still make stabilization checks each round.Craft DC: 25			
Holy Water (Flask)	Backpack, Masterwork	1	1 / 25
Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.			
Alchemist's Fire (Flask)	Backpack, Masterwork	1	1 / 20
Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.			
Oil of Bless Weapon	Backpack, Masterwork	1	0 / 50
This transmutation makes a weapon strike true against evil foes. Duration 1 minute.			
Parchment (Sheet)	Backpack, Masterwork	2	0 (0) / 0.2 (0.4)
Potion of Remove Disease	Backpack, Masterwork	1	0 / 750
Cures diseases with a caster level check at +5			
Soul Stimulant	Backpack, Masterwork	1	0 / 300
Negates negative level penalties for 12 hours.			
Wand of Disguise Self	Wrist Sheath, Spring Loaded	1	NaN / 75
□□□□□			
You make yourself—including clothing, armor, weapons, and equipment—look different.			
Hot Weather Outfit	Backpack, Masterwork	2	4 (8) / 8 (16)
Rope (Silk/50 ft.)	Equipped	1	5 / 10
4 hp, DC 24 Strength check to burst			
Scroll Case	Equipped	1	NaN / 1
A leather or wooden scroll case easily holds four scrolls; you can cram more inside, but retrieving any of them becomes a full-round action rather than a move action.0,03 lbs., 1 Scroll (Remove Fear), 1 Scroll (Divine Favor), 1 Scroll (See Invisibility)			
Scroll (Remove Fear)	Scroll Case	1	NaN / 25
Scroll (Divine Favor)	Scroll Case	1	NaN / 25
Scroll (See Invisibility)	Scroll Case	1	NaN / 150
Waterskin (Filled)	Equipped	1	4 / 1
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item.0,06 lbs., 1 Wand of Disguise Self			
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item.0,06 lbs., 1 Wand of Cure Light Wounds			
Wayfinder	Equipped	1	1 / 250
light at will, +2 competence to Survival (avoid becoming lost), can contain an ioun stone0 lbs., 1 Ioun Stone, Dusty rose Prism			
Ioun Stone, Dusty rose Prism	Wayfinder	1	0 / 5,000
Belt Pouch	Equipped	1	NaN / 1
Grappling Arrow	Equipped	1	NaN / 1
A small grappling hook designed to be tied to a silk rope and fired from a bow. When fired, it has a range increment of 30 feet.			
TOTAL WEIGHT CARRIED/VALUE		100,27 lbs.	44,277gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Wand of Cure Light Wounds □□□□□ □□□□□ □□□ When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.	Wrist Sheath, Spring Loaded	1	NaN / 195
Arrow (Alchemical Silver) □□□□□ □□□□□ □□□□□ □□□□□ 10 hp/inch, hardness 8	Equipped	20	NaN (NaN) / 2 (41)
Arrow (Cold Iron) □□□□□ □□□□□ □□□□□ □□□□□ 30 hp/inch, hardness 10	Equipped	20	NaN (NaN) / 0.1 (2)
Wakizashi (Cold Iron) 30 hp/inch, hardness 10	Carried	1	2 / 70
Shuriken May be used to perform a flurry of blows (pg. 145)	Carried	1	NaN / 0.2
+1 Composite Shortbow STR (+3) Strength bonus to damage, 10 hp/inch, hardness 5	Carried	1	1 / 2,620

TOTAL WEIGHT CARRIED/VALUE 100,27 lbs. 44,277gp

WEIGHT ALLOWANCE			
Light	116	Medium	233
Heavy	350	Lift over head	350
Lift off ground	700	Push / Drag	1750

MONEY
Total= 0 gp [Unspent Funds = 289.96 gp]

MAGIC

Whistle, Signal: With a DC 5 Perform (wind instruments) check you can use a whistle to signal the same sorts of situations as signal horns. A whistle's piercing report can be clearly heard (Perception DC 0) up to a quarter-mile away. For each quarter-mile beyond, Perception checks to hear a whistle suffer a -2 penalty.

Silent whistles that only animals and other creatures with keen hearing can hear also exist.

Signal Horn: Sounding a horn requires a DC 10 Perform (wind instruments) check and can convey concepts such as "Attack!", "Help!", "Advance!", "Retreat!", "Fire!", and, "Alarm!" The report of a signal horn can be clearly heard (Perception DC 0) up to a half-mile distant. For each quarter-mile beyond, Perception checks to hear the horn suffer a -1 penalty.

grapple CMB should be +19 (missing +2 from gauntlets of practiced maneuvers)

Languages

Common, Elven, Giant, Kelish, Minkaian, Osiriani, Skald, Sylvan, Tien, Undercommon, Varisian

Other Companions

Traits

Magical Talent (Spell ~ Prestidigitation) [Paizo Inc. - Advanced Player's Guide, p.329]

Either from inborn talent, whimsy of the gods, or obsessive study of strange tomes, you have mastered the use of a cantrip. You may cast CATEGORY=Internal | Spell ~ Prestidigitation once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Charisma-based.

Storyteller (Lantern Lodge Faction) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.11]

The long travels between the Inner Sea and Tian Xia have exposed you to a wide variety of campfire tales. Once per scenario, you can make a Knowledge skill check with a trait bonus equal to your Intelligence modifier plus 3 (minimum +1). You can make this check even if you do not have ranks in the required Knowledge skill.

Special Qualities

Bonus Feat [Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.

Forgotten Trick (Ex) [Paizo Inc. - Ultimate Combat]
A ninja with this ability can recall one trick taught to her by her ancient masters. When she uses this ability, she selects one ninja trick (not a master trick or rogue talent) that she does not know and can use that ninja trick for a number of rounds equal to her level. She must pay any ki costs associated with the trick as normal. Using this ability expends 2 ki point from her ki pool, plus the ki cost of the trick she chooses.

Improved Uncanny Dodge (Ex) [Paizo Inc. - Core Rulebook]
You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 13.

Ki Pool (Su) [Paizo Inc. - Ultimate Combat]
A ninja with this ability has a pool of 7 ki points, supernatural energy she can use to accomplish amazing feats. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. By spending 1 point from her ki pool, a ninja can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a ninja

can spend 1 point from her ki pool to give herself a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A ninja can gain additional powers that consume points from her ki pool by selecting certain ninja tricks. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. The ninja can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

Light Steps (Ex) [Paizo Inc. - Ultimate Combat, p.16]
At 6th level, a ninja learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the ninja ignores any mechanical traps that use a location-based trigger.

Ninja Trick [Paizo Inc. - Ultimate Combat]
As a ninja continues her training, she learns a number of tricks that allow her to confuse her foes and grant her supernatural abilities. Starting at 2nd level, a ninja gains one ninja trick. She gains one additional ninja trick for every 2 levels attained after 2nd. Unless otherwise noted, a ninja cannot select an individual ninja trick more than once. Tricks marked with an asterisk (*) add effects to a ninja's sneak attack. Only one of these tricks can be applied to an individual attack and the decision must be made before the attack is made.

Ninja Weapon Proficiencies [Paizo Inc. - Ultimate Combat]
Ninja are proficient with all simple weapons, plus the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. They are proficient with light armor but not with shields.

No Trace (Ex) [Paizo Inc. - Ultimate Combat, p.16]
The ninja learnt to cover her tracks, remain hidden, and conceal her presence. The DC to track a ninja using the Survival skill increases by +3. In addition, her training gives her a +3 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round.

Poison Use [Paizo Inc. - Ultimate Combat]
At 1st level, a ninja is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

Shadow Clone (Su) [Paizo Inc. - Ultimate Combat]
The ninja can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as mirror image, using the ninja's level as her caster level. Using this ability is a standard action that uses up 1 ki point.

Skilled [Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sneak Attack [Paizo Inc. - Ultimate Combat, p.13]
If a ninja 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 ninja's attacks deal 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 ninja flanks her target. This extra damage is 5d6. Bonus damage from sneak attacks is precision damage. Should the ninja score a critical hit with a sneak attack, this precision damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage (such as a sap, whip, or unarmed strike), a ninja 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, even with the usual -4 penalty. The ninja must be able to see the target well enough to pick out a vital spot, and must be able to reach this spot. A ninja cannot sneak attack while striking a creature that has concealment.

Unarmed Combat Training [Paizo Inc. - Ultimate Combat]
A ninja who selects this ninja trick gains Improved Unarmed Strike as a bonus feat.

Uncanny Dodge (Ex) [Paizo Inc. - Core Rulebook]
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.

Vanishing Trick (Su) [Paizo Inc. - Ultimate Combat]
As a swift action, the ninja can disappear for 9 rounds. This ability functions as invisibility. Using this ability uses up 1 ki point.

Prestige Awards

Current Prestige Points (7x)

The character has 7 current prestige points.

Fame (42x)

The character has accumulated 42 Fame. He has a +4 to Diplomacy with members of his faction. Maximum Item Cost: 31,000 gp

Free purchase up to 750 gp

Free purchase up to 750 gp (2 PP)

Jade

A wayfinder casts guidance instead of light.

Raise dead

Raise dead

Retraining (15x)

The character has spent prestige points to retrain.

[Paizo Inc. - Guide To Pathfinder Society Organized Play]

[Paizo Inc. - Guide To Pathfinder Society Organized Play]

[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.3]

[Paizo Inc. - Pathfinder Society Field Guide, p.63]

[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.3]

[Paizo Inc. - Guide To Pathfinder Society Organized Play]

You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Simple Weapon Proficiency

[Paizo Inc. - Core Rulebook, p.133]

You are trained in the use of basic weapons.

You make attack rolls with simple weapons without penalty.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hair, Hanbo, Hook Hand, Javelin, Kama, Katana, Kusarigama (Sickle and Chain), Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Nunchaku, Quarterstaff, Rock, Sai, Shortbow, Shortspear, Shuriken, Siangham, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Wakizashi

Templates

Race Bonus Language ~ Modern Human Language

Feats

Greater Grapple

[Paizo Inc. - Core Rulebook, p.125]

Maintaining a grapple is second nature to you.

You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Improved Grapple

[Paizo Inc. - Core Rulebook, p.127]

You are skilled at grappling opponents.

You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Snapping Turtle Clutch

[Paizo Inc. - Ultimate Combat, p.120]

Your unarmed style allows you to turn your opponent's attack into an opportunity.

While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC applies to your CMD and touch AC. Whenever an opponent misses you with a melee attack while you are using the Snapping Turtle Style feat, you can use an immediate action to attempt a grapple combat maneuver against that opponent, but with a -2 penalty.

Snapping Turtle Shell

[Paizo Inc. - Ultimate Combat, p.120]

Your guarding hand is almost magical in its skill at deflecting incoming blows.

While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC increases to +2, and your enemies take a -4 penalty on critical confirmation rolls against you.

Snapping Turtle Style

[Paizo Inc. - Ultimate Combat, p.120]

Your deft unarmed style allows you to shield your body from harm.

While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.

Two-Weapon Fighting

[Paizo Inc. - Core Rulebook, p.136]

You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Armor Proficiency, Light

[Paizo Inc. - Core Rulebook, p.118]

You are skilled at wearing light armor.

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.

Exotic Weapon Proficiency (Katana)

[Paizo Inc. - Core Rulebook, p.123]

You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

You make attack rolls with the weapon normally.

Improved Unarmed Strike

[Paizo Inc. - Core Rulebook, p.128]

You are skilled while fighting unarmed.

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR.p.325

[V, S] TARGET: See text; **EFFECT:** Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. **[SR:No; DC:13; See text]**

* =Domain/Speciality Spell

Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Light	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR.p.304

[V, M/DF] TARGET: Object touched; **EFFECT:** This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. **[SR:No]**

* =Domain/Speciality Spell

Innate

Prestidigitation (DC:13)

Wayfinder Spell-like Abilities

At Will [Light](#)

#yeung ##amaya

Human (Tian-Shu)

RACE

16

AGE

Femelle

GENDER

VISION

Neutral

ALIGNMENT

Droite

DOMINANT HAND

5' 0"

HEIGHT

115 lbs.

WEIGHT

Dark brown

EYE COLOUR

Dusky

SKIN COLOUR

Dark, Long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Shokuro

REGION

Irori

DEITY

Humanoid

Race Type

Race Sub Type

Description:

A small young female human, with long dark brown hair and a dusky skin.

When not expecting combat, she wear an elaborate red and gold kimono (from the Entairtainer Outfit), and wear make up. She likes to have elaborated hair cuts that she spend some time to get right. She usually doesn't wear any weapon in this case (relying in her martial arts if need be), except for some shuriken hidden on her.

When expecting a fight, she wear a nobakama (pants) and kosode (half shirt/kimono) under her leather lamillar armor. She usually does not wear make up and put her hair in a way to avoid having it hinder her in combat: either braided or ponytail. In that case, her weapon, shorbow, kusarigama and shuriken are clearly visible.

If sunny or trying to hide her face, she uses a scarf and a cone-shaped hat.

Biography:

Born in Shokuro's capital, Mukinami.

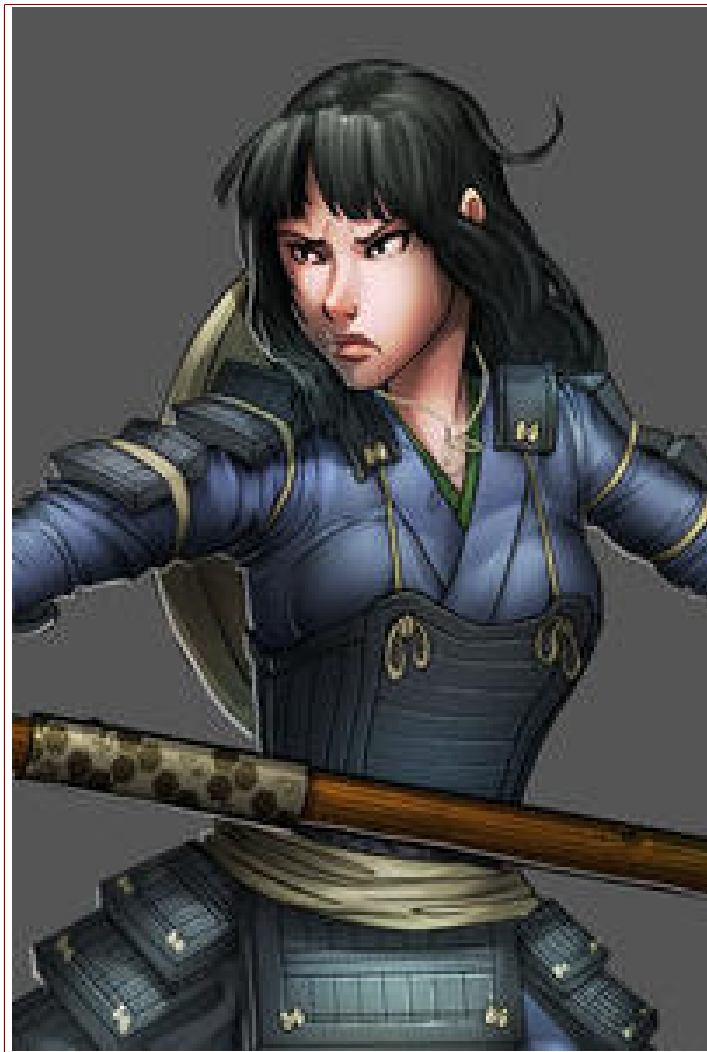
Her uncle's family were killed in the revolution, they tried to stop it. That was not the case with her parents, who were not involved.

Nonetheless, her parents died when she was young and had to live on her own. One of the few things she remembers of her mother is her singing.

She managed to live at the house for some time before she had to live in the streets.

One time, she was saved by Pathfinders of the Lantern Lodge. After some time helping the Society, she managed to get accepted in. She was trained a bit as most Pathfinder do.

She was asked to go in Absalom, and it seemed a way to discover the world, learn new thing (Irori is her patron) and maybe gain advancement in the Society. Without much attachment in Shokoru (maybe even having made some enemies there), she took several boats to get to Absalom.



The travel was long, she had to disguise as a man to get on some boats (unless this is not an issue in Golarion), had to sing at some tavern to get enough to pay her fare. On the boats she shared stories of her land with many and heard many stories, following Irori's teaching on knowledge (that's where the Storyteller trait comes from).

She can seem to be a naive girl, but she is ready to use her talents for the Society, including killing if asked too. She trusts some of their members, especially the Lantern Lodge members, but she is not sure she should do the same for everyone, having seen some shady characters.

Notes:

Next levels: Magic and Items to acquire one day:

++Ring of Ki mastery (not an always available item) 10,000 gp (need 27+ prestige points if in no chronicle sheet)

Maybe other outfits. The hat of disguise is more expensive but lighter.

+7000 for the adhesive property for more grappling bonuses. Gauntlets of the Skilled Maneuver +2 to one combat maneuver check (for 4,000 gp). Vampiric Gloves (18 kgp) great with bleed ability.

++Belt, Anaconda's Coils +2 to Strength, +2 to grapple and Constrict for 1d6+Str! (18,500 gp)

Shirt of Immolation (10 rounds/day of autofire if grappling. 8,000 gp)

For vision: Googles of the Night cost 16,000 gp. A potion of Darkvision is 300 gp. Ebon wayfinder 18,000 gp. Darksight Googles are 20,000 gp. A wand of Darkvision cost ? gp for 50 charges, each one last 3 hours.

+The various google from PFS Primer (5,000 gp) seems great for this character.

-Ring of Strength Sapping: once per day can steal Strength with unarmed attack. 8,000 gp. (enhancement bonus)

Bracers, Longarm (7,200 gp) allow three round of reach to weapon/unarmed (weapon get a -4 to hit, unarmed doesn't)

Potion of spider climb, potion of longshot, touch of the sea, efficient quiver, handy haversack?

At some point: a +1 for the bow

Scroll of death ward. Scroll of Plane Shift.

Quick Change Mask (ultimate intrigue)

Feats:
Sliding Dash

Character Sheet Notes:

Various Possible Forgotten Tricks, each lasts 9 rounds

For 2 Ki

Bleeding Attack*: add 4 points of bleed on top of sneak damage. Only need Heal DC 15 to remove.

Combat Trick: Blind Fight, Combat Reflexes (2 more AoO), Death From Above (+5? to hit when charging from Above), Defensive Combat Training (for a +2 to CMD), Distance Thrower (reduce distance mod by -2), Opening Volley (after ranged attack, get a +4 to hit on next melee against same target. great with shuriken), Power Attack (-2 to hit, +6 to damage to 2-H, +4 other), Point Blank Shot, Step Up

Shadow Strike: Combat feat to do sneak attack damage to enemy with normal concealment

From cheliax: Bleeding Attack (add 1d4 bleed damage to unarmed strike)

Deadly Range: +10 feet for sneak attack range, stackable.

Deflect Arrows

Fast Stealth: no penalty to Stealth even at full speed.

Ki Block*

Pressure Points*

Slow Metabolism: hold breath×2, poison onset÷2

Style Master (remember, need a swift to enter a style):

Dragon Style: Gain +2 bonus against sleep, paralysis, and stun

effects, and can ignore difficult terrain. Snake Style: +2 sense motive, piercing on unarmed strike, and immediate for sense motive as ac or touch. Tiger Style: +2 cmd vs bull rush, overrun, trip, slashing damage on unarmed strikes, if unarmed slashing crit, add +d4 bleed.

Undetected Sabotage

Wall Climber

Weapon Training

For 3 ki then 1 ki per use:

Acrobatics Master (swift) +20 on one acrobatic check

Darkvision

Feather Fall

Flurry of Stars: +2 attack for full round shuriken attack, but all at -2.

Ki charge: super ki shuriken for 2d6 fire in a 5 foot radius as standard, Reflex DC 16 for half. -2 to save if hit someone.

Smoke Bomb

Sudden Disguise

Ventriloquism

(snatch arrows: need dex 15)

For 5 ki

High Jumper (need Acrobatic Master)

Feats

Dastardly Finish (coup de grace to cowering or stunned targets),

Treacherous Toxin (Dirty Tactics Toolbox pg. 6; +1 DC to poison if forgo sneak damage)

Chronicle Sheet items available:

From the Veteran's Vault: Potion of cure moderate wounds, Ring of protection +1 (2,000 gp), Scroll of Summon Monster II

From the First Steps, Part 1: Elixir of hiding, Potion of Invisibility, Scroll of remove disease, Wand of disguise self (5 charges, 75 gp), Wand of knock (11 charges, 990 gp)

From the Hydra's Fang Incident: Scroll of Arcane lock, Oil of invisibility, Potion of blur, Potion of cure moderate wound, Potion of darvision, Scroll of scorching ray, Scroll of touch of idiocy, +1 returning dagger (8,302 gp)

From Thornkeep, The Accursed Hall: potion of lesser restoration, scroll of invisibility, sleep arrow

From Way of the Kirin: Cloak of Resistance +1, nightdrops

From Wrath's Shadow: Acrimony Veil, Belt of Giant Strength +2, Ring of Protection +1

From The Frozen Fingers of Midnight: Potion of Cure Moderate Wounds

From Rivalry's End: dust of tracelessness, potion of levitate, potion of cure moderate wounds, potion of invisibility, wand of Irriseni mirror sight (10 charges), ring of spell knowledge II

From Storming the Diamond Gate: +1 seeking arrow (limit 6), Diamond of demon seeking, lesser extend metamagic rod, potion of cure moderate wounds, scroll of dimensional anchor, scroll of magic circle of against chaos, scroll of see invisibility.

From the novels: to copy there too.

CS #17: Nothing.

TODO: copy the new ones

Boons:

(CS #3 The Hydra's Fang Incident)

The Cheliac Embassy of Absalom recognize you for your outstanding service to the Empire. You are given a boon that

grants you one free use of the divination spell from a Cleric of Asmodeus. You can only use this boon in Egorian, Chelixa's diabolical capital city.

The Andoren Embassy of Absalom regards you as an upstanding free citizen of the Republic.

(CS #4 Thornkeep level 1)

Prediction of Future Peril: Your glance into the Pool of Seeing granted you a vision of another level of the dungeons beneath Thornkeep, giving you a unique insight into a future encounter. When adventuring in Thornkeep, you may use this boon to gain the following bonuses, each applied before the associated die is rolled. You may use this boon once per dungeon level in Thornkeep crossing the associated bonus off the Chronicle sheet once applied.

You gain a +5 on a Knowledge check to identify a creature.

You gain a +2 bonus on any single saving throw.

You gain a +2 bonus to AC against a single opponent.

(CS #11 Master of Devils)

Dragon Empires Expert: Your travels in the Dragon Empires of Tian Xia have provided you with valuable tools when dealing with the lands' varied natives. You receive a one-time +5 bonus on one of the following skill checks: Diplomacy or Sense Motive against a native of Tian Xia; Knowledge (geography, history, local, or nobility) regarding Tian Xia or its citizens; Linguistics to decipher or translate Dtang, Hon-la, Hwan, Minatan, Minkaian, or Tien. Once you have used this boon, cross it off the Chronicle.

Temple Trained: Your brief tenure at Dragon Temple in Quain has made you an expert in hand-to-hand combat. You may, as an immediate action, gain a one-time +4 competence bonus to your CMD. This bonus must be declared before the results of the attack are known. Once you have used this boon, cross it off the Chronicle.

(CS #12 Winter Witch)

Enemies of the North: Your repeat encounters with the ice trolls and goblins of Irrisen have trained you to handle these foes efficiently in combat. You gain a one-time +4 bonus on a damage roll against an ice troll or snow goblin. When the boon is used, cross it off your Chronicle.

(CS #14 Nightglass)

Strix-Slayer: Through fighting the strix, you have learned a few tricks for dealing with aerial foes. As a free action, you gain a +2 circumstance bonus to hit on a single melee or ranged attack against a flying creature. If the attack hits, it deals an additional 1d6 points of damage and increases the Fly check DC needed for the creature to avoid losing altitude by +10. Creatures immune to critical hits are immune to this extra damage. This damage is not multiplied on a critical hit. When this boon is used, cross it off this Chronicle sheet.

(CS #15 The Pallid Plague)

Hero of the Fey: You have saved the fey of Darkmoon Wood from certain death. As a result, you may automatically succeed on one Charisma-based check when dealing with fey in the future. Fey are chaotic and their memories tend to run short—as a result, you may use this boon only once, after which it is discarded.

(CS #17 The Year of the Risen Rune)

Gift of the Kirin (Lantern Lodge): Venture-Captain Amara Li realized her goal with your help, and she assists you in securing a necessary tool in the future. You may treat your Fame score as 2 points higher when purchasing any single item. When you use this boon, cross it off of your Chronicle sheet.

(CS#20 Thornkeep The Dark Menagerie)

?

(CS#22 The Sanos Abduction)

Faerie Dragon Improved Familiar

(CS #23 Bk 1)

Nexus Crystal

(CS #25)

Master of Blades Saved

(CS #26)

Acquainted with Aslynn

Thurl's Bane (Grand Lodge faction)

(CS #28)

Master Smith's Service

Oread's Favor

(CS #29)

Inubrix' Ore

Crossed Boons:

(CS #19 Year of the Shadow Lodge)

Combat Boon: As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon.

Campaign	Adventure	Party	Date	Xp	Gm
Pathfinder Society	#4-18: The Veteran's Vault (PFRPG)		2013-07-04	1	Bruce Stephenson - kronin
First adventure!Used one trail ration and two shurikens. Gained 519 gp and 1 gp from day job, and 2 PP.Bought 5 shuriken (1 gp). "Venture-Captain Sir Canayven Heidmarch meets with the Pathfinders outside of Korvosa to discuss a hither to unknown treasure trove hidden in the Vaults of Korvosa 5 years ago by the ex-Pathfinder Sascha Antif-Arah. Sascha, expressing her inability to enter Korvosa due to a Hellknight bounty, meets the PCs to pass them instructions on how to find her treasure trove. In return she asks only that they return to her a simple locket stored there." Watch out for that conniving Canayven!					
Pathfinder Society	First Step 1 In Service to Lore		2013-07-05	1	David Bross
That was quite tense!Gained 417 gp and 10 gp from Day Job, and 2 PP.					
Pathfinder Society	02 - The Hydra's Fang Incident		2013-07-12	1	Brandon Cecil
Gained 1,038 gp and 10 from Day Job (Singing), and 2 PP.With 5 others, played up.Helped a bit, almost died when hit by an arrow (sneak attack).					
Pathfinder Society Module	Thornkeep level 1		2013-07-19	3	Steve "Cronge"
Gained 1398 gp and 4 PP.Almost died... again.Kerrith, a fighter, lost his live in this adventure.Jasper, gunslingerYggson Mótsognir, Aasimar GunslingerVaarsurius "the deluded" Goddess Elven WizardHurdia, Druid					
Pathfinder Society	Way of the Kirin Wrath's Shadow		2013-07-25	1	Travis VanOverbeke
Pathfinder Society	The Frozen Fingers of Midnight		2013-07-26	1	Brandon Cecil
Pathfinder Society	Rivalry's End			1	B Landon Cole
Was played with a 4th level pre-generated character (Reiko), can only be applied at this point.					
Pathfinder Society	3-25 Storming the Diamond Gate		2013-08-04	1	Steve
Party member (Kyra) died but got raised from the dead.Finished adventure with 3 ki.					
Pathfinder Society	43 The Pallid Plague		2013-08-10	1	Carlos Clement
Pathfinder Society CS#18	The Glass River Rescue		2013-08-16	1	Travis VanOverbeke
Gained 2 PP, 1851+5 gp.Used 3 normal arrows, oil of bless, potion of cure moderate wounds.					
Pathfinder Society CS#19	2-x Year of the Shadow Lodge		2013-08-26	1	Brandon West
Died! But raise dead.					
Pathfinder Society CS#20	Thornkeep The Dark Menagerie		2013-08-30	3	Brandon
Pathfinder Society CS#21	The Haunting of Hinojai			1	
Pathfinder Society CS#22	The Sanos Abduction		2013-09-15	0	Starman Theta
XP gained (slow advancement is 0.5)					
				1	