

Kokan

Player: Kyo

Male dragonborn brawler 1/paladin (warrior of the holy light) 2/samurai 7 - CL10 - CR 9

Lawful Good Dragon; Deity: **Apsu**; Age: **22**; Height: **7' 1"**; Weight: **297 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	11/13	0/+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	11/13	0/+1	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION) +16 = +10 +3 +2 +1

Banner: +2 morale bonus vs. fear when beneath banner,
Courageous: +2 trait bonus vs. fear

REFLEX (DEXTERITY) +8 = +4 +1 +2 +1

Banner: +2 morale bonus vs. fear when beneath banner,
Courageous: +2 trait bonus vs. fear

WILL (WISDOM) +10 = +5 +1 +2 +2

Banner: +2 morale bonus vs. fear when beneath banner,
Courageous: +2 trait bonus vs. fear

Energy Resistance, Fire (5)

Immunity to Sleep

Immunity to Paralysis

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC 27 = +10 +3 +1 +2 +1

Touch AC 12 **Flat-Footed AC** 26

Champion: +2 Sacred bonus vs. attacks from subject of your Challenge or Smite Evil

BAB Strength Size Misc

CM Bonus +14 = +10 +4 - -

+16 Grappling

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

BAB Strength Dexterity Size

CM Defense 26 = 10 +10 +4 +1 -

28 vs. Grapple

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +10

HP 108

Banner: +1 morale bonus when charging beneath banner

Damage / Current HP

Initiative +1

Speed 30 / 20 ft

Claws of the ice bear (3 rounds/day)

Main hand: +14/+9, 1d4+4

Crit: x2
Light, P

Banner: +1 morale bonus when charging beneath banner



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	3	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+1	CHA (1)	-	
Climb	+2	STR (4)	1	
Craft (armor)	+10	INT (-1)	8	
Diplomacy	+5	CHA (1)	1	

Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized

Disguise +1 CHA (1) -

Escape Artist -5 DEX (1) -

Fly -5 DEX (1) -

Handle Animal +13 CHA (1) 9

Animal Companion Link: +4 circumstance bonus to checks made regarding an animal companion

Heal +1 WIS (1) -

Intimidate +5 CHA (1) 1

Knowledge (dungeoneering) +3 INT (-1) 1

Knowledge (nobility) +5 INT (-1) 3

Knowledge (religion) +3 INT (-1) 1

Perception +9 WIS (1) 5

Ride +8 DEX (1) 10

Military saddle, exotic: +2 circumstance bonus to stay in the saddle

Sense Motive +5 WIS (1) 1

Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized

Stealth -5 DEX (1) -

Survival +9 WIS (1) 4

Dragon's Skills: +3 to provide food and water for allies or to protect allies from harsh weather

Swim +2 STR (4) 1

Feats

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Bodyguard
 Combat Expertise +/-3
 Combat Reflexes (2 AoO/round)
 Deadly Aim -3/+6
 Martial Weapon Proficiency - All
 Monstrous Mount
 Monstrous Mount Mastery
 Mounted Combat (1/round)
 Power Attack -3/+6
 Shield Proficiency
 Simple Weapon Proficiency - All

Feats

Swift Aid
Unarmed Combatant

Traits

Courageous
Orphaned
Younger Sibling (Ameiko) (Ex)

Drawbacks

Pride

Composite longbow (Str +4)

Ranged, both hands: **+11/+6, 1d8+4** Crit: x3
Rng: 110'
2-hand, P

Banner: +1 morale bonus when charging beneath banner

Earth breaker

Both hands: **+14/+9, 2d6+6** Crit: x3
2-hand, B

Banner: +1 morale bonus when charging beneath banner

Gauntlet (from armor)

Main hand: **+14/+9, 1d3+4** Crit: x2
Light, B

Banner: +1 morale bonus when charging beneath banner

Slam (Natural Attack: Slam)

Main hand: **+9, 1d4+2** Crit: x2
Light, B

Banner: +1 morale bonus when charging beneath banner

Suishen

Both hands: **+16/+11, 1d8+8** Crit: x4
plus 1d6 fire 2-hand, S, Reach

Intelligence

Alignment Lawful Good; **Ego** 17

Senses

30 ft (Normal)
INT 12 (+1), WIS 16 (+3), CHA 13 (+1)

Communication

Telepathy

Languages

Common, Tien
Powers Air Walk (3/day), Communication (Telepathy),
Daylight (3/day), Resist Energy (3/day), See Invisibility
(3/day)

Purpose

Other Purpose
Skills Appraise 0/+1, Bluff 0/+1, Diplomacy 0/+1, Disguise
0/+1, Heal 0/+3, Intimidate 0/+1, Perception 0/+3, Sense
Motive 0/+3, Survival 0/+3

Banner: +1 morale bonus when charging beneath banner

Unarmed strike

Main hand: **+14/+9, 1d6+4** Crit: x2
Light, B

Banner: +1 morale bonus when charging beneath banner

+1 animated heavy steel shield

+3

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: **105000/155,000**
Current Cash: **5,740 gp, 3 sp, 8 cp**

+1 champion full plate

+10

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Masterwork leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 60.2/350 lbs, Light Load
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350
lbs)

+1 animated heavy steel shield	<In: Dropped to	15 lbs
+1 champion full plate	<In: Dropped to ground (4	50 lbs
Amulet of natural armor +1		-
Backpack, masterwork (22 @ 149.32 lbs)	<In:	4 lbs
Bag of holding I (empty)		15 lbs
Bandolier (6 @ 0 lbs)		-
Bandolier (empty)	<In: Backpack, masterwork (22 @	-
Bedroll	<In: Backpack, masterwork (22 @ 149.32	5 lbs
Belt of incredible dexterity +2		1 lb
Belt pouch (empty)	<In: Dropped to ground (4 @	0.5 lbs
Boots of the winterlands		1 lb
Buttons	<In: Backpack, masterwork (22 @ 149.32	0.1 lbs
Claws of the ice bear (3 rounds/day)	<In: Backpack,	1 lb
Cloak of resistance +2		1 lb
Composite longbow (Str +4)		3 lbs
Conditioning oil for leather	<In: Backpack,	0.4 lbs
Earth breaker		14 lbs
File, small	<In: Backpack, masterwork (22 @	0.1 lbs
Flint and steel	<In: Backpack, masterwork (22 @	-
Gunsmith's kit	<In: Backpack, masterwork (22 @	2 lbs
Headband of alluring charisma +2		1 lb
Heavy shield bash		-
Leather paring knife	<In: Backpack, masterwork	0.5 lbs
Leather straps	<In: Backpack, masterwork (22 @	0.4 lbs
Masterwork leather armor		15 lbs
Mess kit	<In: Backpack, masterwork (22 @ 149.32	1 lb
Metal polish	<In: Backpack, masterwork (22 @	0.3 lbs
Money	<In: Backpack, masterwork (22 @	115.02 lbs
Pot	<In: Backpack, masterwork (22 @ 149.32 lbs)>	4 lbs
Potion of barkskin +2 x2	<In: Bandolier (6 @ 0 lbs)>	-
Potion of blur	<In: Bandolier (6 @ 0 lbs)>	-
Potion of bull's strength x2		-
Potion of eagle's splendor	<In: Bandolier (6 @ 0 lbs)>	-
Potion of resist cold 10	<In: Bandolier (6 @ 0 lbs)>	-
Potion of shield of faith +2	<In: Bandolier (6 @ 0 lbs)>	-
Ring of feather falling		-
Ring of protection +1		-
Rope	<In: Backpack, masterwork (22 @ 149.32	10 lbs
Sewing needle		-
Soap	<In: Backpack, masterwork (22 @ 149.32	0.5 lbs
Soft cloth x2		0.1 lbs
Suishen		9 lbs

Gear

Total Weight Carried: 60.2/350 lbs, Light Load (Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

Trail rations x5 <In: Backpack, masterwork (22 @ 1 lb
Traveler's outfit (Free) -
Waterskin <In: Backpack, masterwork (22 @ 149.32 4 lbs

Special Abilities

Aid Allies +3 (Ex)
Animal Companion Link (Ex)
Animated
Aura of Good (Ex)
Banner +2/+1 (60 ft.) (Ex)
Bravery/Valor Variant Channeling (±1 Sacred)
Breath Weapon (2d6 Fire, 15 ft Cone, Ref half, 1/day, DC
Champion
Darkvision (60 feet)
Defending
Dragon's Challenge +7 (3/day) (Ex)
Dragon's Skills +3 (Ex)
Finesse Weapon Attack Attribute
Lay on Hands (1d6 hit points, 2/day) (Su)
Low-Light Vision
Martial Flexibility (move action, 4/day) (Ex)
Mounted Archer (Ex)
Resolve (4/day) (Ex)
Ride Mount (Ex)
Rules Changes
Smite Evil (1/day) (Su)
Unarmed Strike (1d6)
Weapon Expertise (Naqinata) (Ex)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Air Walk (3/day)
Breath Weapon (2d6 Fire, 15 ft Cone, Ref half, 1/day, DC 13) (Su)
Claws of the ice bear (3 rounds/day)
Daylight (3/day)
Dragon's Challenge +7 (3/day) (Ex)
Lay on Hands (1d6 hit points, 2/day) (Su)
Martial Flexibility (move action, 4/day) (Ex)
Mounted Combat (1/round)
Potion of barkskin +2
Potion of blur
Potion of bull's strength
Potion of eagle's splendor
Potion of resist cold 10
Potion of shield of faith +2
Resist Energy (3/day)
Resolve (4/day) (Ex)
See Invisibility (3/day)

Tracked Resources

Smite Evil (1/day) (Su)
Trail rations

Languages

Common

Draconic

Companions

Emerth CR –
Male griffon (charger) (*Pathfinder Campaign Setting: Inner Sea Combat*)
N Large magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +7

Defense

AC 25, touch 11, flat-footed 22 (+4 armor, +3 Dex, +10 natural, -1 size, -1 untyped penalty)
hp 82 (6d10+30)
Fort +9, **Ref** +8, **Will** +3 (+4 morale bonus vs. Enchantment spells and effects)
Defensive Abilities evasion; **Immune** fatigue

Offense

Speed 70 ft., fly 80 ft. (average)
Melee (M) katana +8/+3 (1d8+5/18-20) or bite +14 (1d6+5), 2 talons +14 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks pounce, rake (2 claws +14, 1d6+5)

Statistics

Str 21, **Dex** 17, **Con** 18, **Int** 5, **Wis** 13, **Cha** 8
Base Atk +6; **CMB** +16 (+18 bull rush, +18 overrun);
CMD 24 (26 vs. overrun)
Feats Combat Expertise, Deadly Aim, Improved Overrun, Power Attack, Stable Gallop, Toughness
Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel
Skills Acrobatics +3 (+19 to jump), Fly +6, Perception +7, Survival +2
SQ barding training, devotion, finesse weapon attack attribute, griffon mastery, indefatigable, mounted challenge, rules changes
Other Gear mwk chain shirt, katana ^{UC}, bit and bridle, exotic military saddle, saddlebags, 5 gp

History

Homeland: Unusual Homeland (Town or Village)
Siblings: None
Circumstance of Birth : Left to Die
Parent's Profession : Artisans
Childhood: Kidnapped
Moral Conflict : Petty Crime: 1
Subject: Merchant: 0

History

Motivation: Family: 3

Resolution: Mixed Feelings: 0

Romantic Relationships : No Experience

Companions: Friendly competitors

Drawback: Pride

Sourcebooks Used

- **Advanced Class Guide** - Brawler (class)
- **Advanced Player's Guide** - Bodyguard (feat); Swift Aid (feat); Warrior of the Holy Light (archetype)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Courageous (trait)
- **Advanced Race Guide** - Breath Weapon (equipment); Breath Weapon, Increased Damage (equipment); Breath Weapon, Powerful Breath (equipment); Darkvision 60 feet (equipment); Energy Resistance (equipment); Low-Light Vision (equipment); Natural Armor (equipment); Natural Attack: Slam (equipment)
- **Adventurer's Armory / Inner Sea World Guide / Rise of the Runelords Anniversary Edition / Ultimate Equipment** - Earth breaker (weapon)
- **Combine Combat Maneuvers / Enable all World is Square rules** - Unarmed Combatant (feat)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Inner Sea Combat** - Awe-Inspiring Smash (feat); Monstrous Mount (feat); Monstrous Mount Mastery (feat)
- **Jade Regent** - Younger Sibling (trait)
- **Jade Regent / Ultimate Equipment** - Claws of the ice bear (weapon)
- **Race Builder** - Custom Race - Advanced (race)
- **Ultimate Campaign** - Orphaned (trait); Pride (???)
- **Ultimate Combat** - Gunsmith's kit (equipment); Samurai (class)
- **Ultimate Combat / Ultimate Equipment** - Naginata (weapon)
- **Ultimate Equipment** - Bandolier (equipment); Mess kit (equipment)
- **Ultimate Magic** - Bravery/Valor Variant Channeling (special ability)

Emerth

Male griffon (charger) - CL6 - CR 6

True Neutral Magical Beast; Age: 11

Ability	Score	Modifier	Temporary
STR STRENGTH	21	+5	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	5	-3	
WIS WISDOM	13	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+5	+4			
REFLEX (DEXTERITY)	+8	=	+5	+3			
WILL (WISDOM)	+3	=	+2	+1			

Devotion: +4 morale bonus vs. Enchantment spells and effects

Immunity to Fatigue

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 25	=	+4	+3	-1	+10			-1
Touch AC 11								
			Flat-Footed AC 22					
			BAB	Strength	Size		Misc	

CM Bonus +16	=	+6	+5	+1	-
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+18 Bull Rushing; +18 Overrunning

CM Defense 24	=	10	+6	+5	+3	+1
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26 vs. Overrun

Base Attack	+6	HP	82
Initiative	+3	Damage / Current HP	
Speed	40 / 70 ft		

Bite (Griffon (Charger))

Main hand: **+14, 1d6+5** Crit: x2
Light, B/P/S

Katana

Main hand: **+8/+3, 1d8+5** Crit: 18-20/x2
Light, S, Deadly

Rake (Griffon (Charger))

Main hand: **+14, 1d6+5** Crit: x2
Light, P/S

Talon x2 (Griffon (Charger))

Main hand: **+14/+14, 1d6+5** Crit: x2
Light, S



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

Activated Abilities & Adjustments

Blessing of Fervor: Movement: +30
Charging (140', +2 To Hit, -1 AC)
On Higher Ground (+1 Melee)
Order of the Dragon: Challenge: +1

Feats

Armor Proficiency (Light)
Combat Expertise +/-2
Deadly Aim -2/+4
Improved Overrun
Power Attack -2/+4
Stable Gallop
Toughness

Animal Tricks

Attack [Trick]
Combat Riding [Trick]
Come [Trick]
Defend [Trick]
Down [Trick]
Guard [Trick]
Heel [Trick]

Special Abilities

Animal Companion Link (Ex)
Barding Training 1
Darkvision (60 feet)
Devotion +4 (Ex)
Evasion (Ex)
Finesse Weapon Attack Attribute
Fly (80 feet, Average)
Griffon Mastery
Indefatigable (Ex)
Low-Light Vision
Mount Replacement (Ex)

Unarmed strike

Main hand: **+14/+9, 1d4+5**
nonlethal

Crit: x2
Light, B, Nonlethal

Experience & Wealth

Current Cash: **5 gp**

Masterwork chain shirt ↖

+4

Max Dex: +5, Armor Check: -
Spell Fail: 20%, Light

Gear

Total Weight Carried: 105.1/920 lbs, Light Load
(Light: 306 lbs, Medium: 612 lbs, Heavy: 920 lbs)

Bit and bridle <In: Saddlebags (3 @ 7.1 lbs)>	1 lb
Katana <In: Saddlebags (3 @ 7.1 lbs)>	6 lbs
Masterwork chain shirt ↖	50 lbs
Military saddle, exotic	40 lbs
Money <In: Saddlebags (3 @ 7.1 lbs)>	0.1 lbs
Saddlebags (3 @ 7.1 lbs)	8 lbs

Special Abilities

Mounted Challenge +3
Pounce (Ex)
Ride Mount (Ex)
Rules Changes
Scent (Ex)

Sourcebooks Used

- **Animal Archive** - Charger (alternate racial trait); Stable Gallop (feat)
- **Inner Sea Combat** - Griffon (race)
- **Jade Regent / Ultimate Combat / Ultimate Equipment** - Katana (weapon)