

Tiki Level 2

Player: Ben

Male ratfolk fighter (free hand fighter) 1/ranger (urban ranger) 1 - CL2 - CR 1

True Neutral Humanoid (Ratfolk); Deity: **Acavna**; Age: **15**;
Height: **3' 6"**; Weight: **59 lb.**; Eyes: **Black**; Hair: **Black**;
Skin: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	15	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	11	0	

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =	+2		+3	+1				
Touch AC 14	Flat-Footed AC 13							
			BAB	Strength	Size		Misc	

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

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

CM Defense 13 = 10	+2	-1	+3	-1
---------------------------	----	----	----	----

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 22
--------------------	--	--------------

Base Attack +2	Damage / Current HP
-----------------------	---------------------

Favored Organization (Leupaks +2) : +2 vs. members of leupaks

Initiative +5

Tunnel Fighter: +2 Trait bonus while underground

Speed 20 ft

Adamantine dagger

Main hand: **+7, 1d3** Crit: 19-20/x2

Ranged: **+7, 1d3** Rng: 10'
Light, P/S

Favored Organization (Leupaks +2) : +2 vs. members of leupaks

Dagger

Main hand: **+6, 1d3** Crit: 19-20/x2

Ranged: **+6, 1d3** Rng: 10'
Light, P/S

Favored Organization (Leupaks +2) : +2 vs. members of leupaks



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+3	INT (2)	1	
Bluff	+0	CHA (0)	-	
Favored Organization (Leupaks +2) : +2 vs. members of leupaks				
Climb	+3	STR (-1)	1	
Craft (alchemy)	+8	INT (2)	1	
Diplomacy	+0	CHA (0)	-	
Disable Device	+7	DEX (3)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+5	DEX (3)	-	
Handle Animal	+4	CHA (0)	1	
Rodent Empathy : +4 racial bonus to influence rodents				
Heal	+1	WIS (1)	-	
Intimidate	+4	CHA (0)	1	
Knowledge (dungeoneering)	+6	INT (2)	1	
Favored Organization (Leupaks +2) : +2 vs. members of leupaks				
Knowledge (local)	+6	INT (2)	1	
Favored Organization (Leupaks +2) : +2 vs. members of leupaks				
Perception	+8	WIS (1)	2	
Favored Organization (Leupaks +2) : +2 vs. members of leupaks				
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (1)	1	
Favored Organization (Leupaks +2) : +2 vs. members of leupaks				
Sleight of Hand	+4	DEX (3)	1	
Spellcraft	+6	INT (2)	1	
Stealth	+11	DEX (3)	1	
Survival	+5	WIS (1)	1	
Favored Organization (Leupaks +2) : +2 vs. members of leupaks, Track: +1 to track				
Swim	+4	STR (-1)	1	
Use Magic Device	+3	CHA (0)	1	

Feats

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Combat Stamina
 Martial Weapon Proficiency - All
 Shield Proficiency
 Simple Weapon Proficiency - All
 Tower Shield Proficiency
 Tunnel Rat
 Weapon Finesse

Traits

Adopted
 Reactionary
 River Rat (marsh or river)
 Tunnel Fighter

Drawbacks

Dependent

Poisoned sand tube

Ranged: **+6**, Crit: N/A
 Ranged, both hands: **+6**, 1-hand

Favored Organization (Leupaks +2) : +2 vs. members of leupaks

Rapier

Main hand: **+6, 1d4-1** Crit: 18-20/x2
 Both hands: **+6, 1d4-1** 1-hand, P

Favored Organization (Leupaks +2) : +2 vs. members of leupaks

Leather armor

+2

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

Gear

Total Weight Carried: 47.9/67.5 lbs,
Encumbrance Ignored
(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)

Adamantine dagger	0.5 lbs
Backpack (33 @ 37.25 lbs)	0.5 lbs
Bedroll <In: Backpack (33 @ 37.25 lbs)>	1.25 lbs
Belt pouch (12 @ 0 lbs)	0.125 lbs
Caltrops <In: Backpack (33 @ 37.25 lbs)>	2 lbs
Candle x2 <In: Backpack (33 @ 37.25 lbs)>	-
Chalk x5 <In: Belt pouch (12 @ 0 lbs)>	-
Cot <In: Dropped to ground (1 @ 30 lbs)>	30 lbs
Dagger	0.5 lbs
Explorer's outfit (Free)	-
Flint and steel <In: Belt pouch (12 @ 0 lbs)>	-
Leather armor	7.5 lbs
Leather Mask covers upper face. <In: Belt pouch (12 @ 0	-
Mess kit <In: Backpack (33 @ 37.25 lbs)>	1 lb
Money <In: Belt pouch (12 @ 0 lbs)>	-
Oil x5 <In: Backpack (33 @ 37.25 lbs)>	1 lb
Poison ward salve <In: Belt pouch (12 @ 0 lbs)>	-
Poisoned sand tube	0.5 lbs
Pot <In: Backpack (33 @ 37.25 lbs)>	4 lbs
Rapier	1 lb
Rope <In: Backpack (33 @ 37.25 lbs)>	10 lbs

Experience & Wealth

Experience Points: **1300/3,300**
 Current Cash: **15 gp, 8 sp, 6 cp**

Gear

Total Weight Carried: 47.9/67.5 lbs,
Encumbrance Ignored
(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)

Sack (empty) <In: Backpack (33 @ 37.25 lbs)>	0.125 lbs
Sack (empty) <In: Backpack (33 @ 37.25 lbs)>	0.125 lbs
Snorkel <In: Backpack (33 @ 37.25 lbs)>	-
Soap <In: Backpack (33 @ 37.25 lbs)>	0.5 lbs
Thieves' tools <In: Backpack (33 @ 37.25 lbs)>	1 lb
Tindertwig x3 <In: Belt pouch (12 @ 0 lbs)>	-
Torch x10 <In: Backpack (33 @ 37.25 lbs)>	1 lb
Trail rations x5 <In: Backpack (33 @ 37.25	0.25 lbs
Waterskin <In: Backpack (33 @ 37.25 lbs)>	1 lb

Special Abilities

Darkvision (60 feet)
 Favored Organization (Leupaks +2) (Ex)
 Hero Points
 Rodent Empathy
 Swarming (Ex)
 Track +1
 Weapon Finesse [Combat Trick]
 Wild Empathy +1 (Ex)

Tracked Resources

Adamantine dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Poison ward salve	<input type="checkbox"/>
Stamina Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<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"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Undercommon
Dwarven	

Spells & Powers

Ranger (Urban Ranger) spells memorized (CL 0th; concentration +1)

Melee Touch +6 Ranged Touch +6

Tiki Level 2 – Abilities & Gear

Combat Stamina Feat

You stop at nothing to drive your attack home.

Prerequisite: Base attack bonus +1.

Benefit: You gain a stamina pool. After you make an attack roll with a manufactured weapon, unarmed strike, or natural weapon attack with which you are proficient, but before the results are revealed, you can spend up to 5 stamina points. If you do, you gain a competence bonus on the attack roll equal to the number of stamina points you spent. If you miss with the attack, the stamina points you spent are still lost.

Appears In : Stamina and Combat Tricks

Tunnel Rat Feat

You are a master of fighting in confined spaces.

Prerequisites: Ratfolk, swarming racial trait.

Benefit: You count as one size smaller than normal for the purpose of squeezing.

Appears In : Advanced Race Guide

Weapon Finesse Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: 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.

Special: Natural weapons are considered light weapons.

Adopted Trait

You were adopted and raised by someone not of your actual race, and raised in a society not your own. As a result, you picked up a race trait from your adoptive parents and society, and may immediately select a race trait from your adoptive parents' race. Race traits can be found in Pathfinder Companion products—if you don't have access to a selection of race traits, it's best to simply pick a different social feat.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Reactionary Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

River Rat (marsh or river) Trait

You learned to swim right after you learned to walk. As a youth, a gang of river pirates put you to work swimming in nighttime rivers and canals with a dagger in your teeth so you could sever the anchor ropes of merchant vessels. You gain a +1 trait bonus on damage dealt with a dagger and a +1 trait bonus on Swim checks. Swim is always a class skill for you.

Appears In : Advanced Player's Guide Traits, Taldor, Echoes of Glory, Ultimate Campaign

Tunnel Fighter Trait

Caves and tunnels are a second home to you. While underground, you receive a +2 trait bonus on initiative checks and a +1 trait bonus on weapon damage rolls for critical hits (this damage is multiplied on a critical hit).

Appears In : Advanced Player's Guide Traits, Dwarves of Golarion, Ultimate Campaign

Darkvision (60 feet) Racial Ability,Senses (Ratfolk)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Tiki Level 2 – Abilities & Gear

Hero Points

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn : You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action : You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special : You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death : A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In : Advanced Player's Guide Hero Points

Rodent Empathy

Racial Ability (Ratfolk)

Ratfolk gain a +4 racial bonus on Handle Animal checks made to influence rodents.

Swarming (Ex)

Racial Ability (Ratfolk)

Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Weapon Finesse [Combat Trick]

Unknown

You can spend 2 stamina points to negate the penalty on attack rolls from your shield's armor check penalty until the start of your next turn.

Favored Organization (Leupaks +2) (Ex)

Class Ability (Ranger)

When a guildbreaker selects a favored enemy, he can opt to select a specific organization, such as a particular thieves' guild, in lieu of a specific creature type. The guildbreaker must select this option for his first favored enemy, but he can choose either option for his later favored enemies. The guildbreaker's bonuses from favored enemy apply against official members of this organization regardless of their creature type, but not against the organization's allies, paid mercenaries, or forced labor. This ability only applies if the guildbreaker knows that the target is a member of the organization.

Appears In : Ultimate Intrigue

Track +1

Class Ability (Ranger)

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +1 (Ex)

Class Ability (Ranger)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Homeland: Unusual Homeland (City or Metropolis)

History

You gain access to the Civilized social trait and the Vagabond Child regional trait.

Appears In : Ultimate Campaign

Parents: Both Alive

History

Both of your parents are alive.

Appears In : Ultimate Campaign

Siblings: Other Siblings

History

Use the Notes option to describe your siblings

Appears In : Ultimate Campaign

Tiki Level 2 – Abilities & Gear

Circumstance of Birth : Lower-Class **History**

You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement. You gain access to the Poverty-Stricken social trait. Roll 2d20 on Table 1-26: Parents' Profession to determine your parents' occupation, instead of rolling d%.

Appears In : Ultimate Campaign

Parent's Profession : Thieves **History**

You gain access to the Child of the Streets social trait.

Appears In : Ultimate Campaign

Childhood: Mentorship/Patronage **History**

A mentor or patron took an interest in your development and volunteered to train or sponsor you. This creature's motives might not be entirely clear, but without its influence you would not be who you are. You gain access to the Mentored social trait.

Appears In : Ultimate Campaign

Training: On the Street **History**

You spent adolescence in a seedy part of town. You learned to fight dirty and fight mean. Turns out you were good at it. Your skills drew the interest of gang and guild leaders, tavern keepers, and anyone else who needed hired muscle. You gain access to the Child of the Streets social trait.

Appears In : Ultimate Campaign

Influential Associate : The Criminal **History**

One of your associates committed crimes regularly. He regaled you with many stories of daring robberies and break-ins - and perhaps even murders. You learned most of what you know of the criminal element from him, and he trusted you as a friend. You gain access to the Canter social trait.

Appears In : Ultimate Campaign

Background

I was tossed from the family at age 5 because I was still only 1/2 the size of the rest of my brothers and sisters. I followed a Dwarf home after being on the street for a couple of days hiding from everything. He saw me and closed his "hole" so I couldn't get in. I found a small crack around back and dug and worked my way 1/2 way in and got stuck. He laughed, and helped me get all the way in. Then shared a little food with me. Turns out he thought I WAS a RAT, but after a while he realized that I was starting to get a big large for even a large rat. He said something along the lines of a question and I answered him. Talk about a shock for him! LOL For the next 10 years he was my Dad, Teacher, and Friend. He taught me how to fit in spots no one even my size could go. He was a second story specialist in the underground and did jobs for many different people and some on his own. I was his get away. If it went bad I would pop up, blow poison in their face or in some cases just cut at their feet. Then disappear down a hole that only I would fit in. Not many people knew about me as we almost never traveled together, he said it was better for me that way. A month ago, he was on a job that was supposed to make life good for us, but he never made it to my defense point. I snuck back home and there were 4 thugs standing outside. Lucky for me, I never used the door and went down the hole and in through the back. Cleared out the place of everything I could find, which was actually more than expected, he had been saving gold in a jar. I then put contact poison (wild trippy stuff) all over the place. and slid back out and never went back.

Sourcebooks Used

- **Advanced Class Guide** - Poison ward salve (equipment)
- **Advanced Player's Guide** - Free Hand Fighter (archetype); Urban Ranger (archetype)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Player's Guide Traits / Character Traits**
 - **Web Enhancement** - Adopted (trait); Reactionary (trait)
- **Advanced Player's Guide Traits / Dwarves of Golarion / Ultimate Campaign** - Tunnel Fighter (trait)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - River Rat (marsh or river) (trait)
- **Advanced Race Guide** - Tunnel Rat (feat)
- **Advanced Race Guide / Bestiary 3 / Inner Sea Races** - Ratfolk (race)
- **Adventurer's Armory / Ultimate Equipment** - Mask (equipment)
- **Ranged Tactics Toolbox / Ultimate Combat / Ultimate Equipment** - Poisoned sand tube (weapon)
- **Stamina and Combat Tricks** - Combat Stamina (feat)
- **Ultimate Campaign** - Dependent (???)
- **Ultimate Equipment** - Cot (equipment); Mess kit (equipment); Snorkel (equipment)
- **Ultimate Intrigue** - Favored Enemy (Organization) (special ability)

Adjustments and Level 2 - Tiki Level 2 (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/08/13

XP Reward : 1300 XP; **Net Cash** : 31 gp

- no notes -

Title - Tiki Level 2 (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/08/13

XP Reward : 0 XP; **Net Cash** :

- no notes -