

## Riki Tiki

Player: Ben

**Male ratfolk fighter 1 - CR 1/2**

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

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3 =	+2	+1				
<b>REFLEX</b> (DEXTERITY)	+3 =		+3				
<b>WILL</b> (WISDOM)	+1 =		+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 17 =	+3		+3	+1				
<b>Touch AC</b> 14	<b>Flat-Footed AC</b> 14							
			BAB	Strength	Size	Misc		
<b>CM Bonus</b> -1 =	+1	-1	-1					

CM Defense	Total	BAB	Strength	Dexterity	Size
<b>CM Defense</b> 12 = 10		+1	-1	+3	-1
<b>Base Attack</b>	+1	<b>HP</b> 11			
<b>Initiative</b>	+3	Damage / Current HP			
<b>Speed</b>	20 ft				

Dagger	
Main hand: <b>+5, 1d3</b>	Crit: 19-20/x2 Rng: 10'
Ranged: <b>+5, 1d3</b>	Light, P/S

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Main hand: <b>+5, 1d3</b>	Crit: 19-20/x2 Rng: 10'
Ranged: <b>+5, 1d3</b>	Light, P/S

Poisoned sand tube	
Ranged: <b>+5,</b>	Crit: N/A
Ranged, both hands: <b>+5,</b>	1-hand
Rapier	

Main hand: <b>+5, 1d4-1</b>	Crit: 18-20/x2
Both hands: <b>+5, 1d4-1</b>	1-hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+2	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	+2	INT (2)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+2	STR (-1)	1	
<b>Craft (alchemy)</b>	+4	INT (2)	-	
<b>Craft (poison)</b>	+2	INT (2)	-	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+2	DEX (3)	-	
<b>Fly</b>	+4	DEX (3)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Perception</b>	+4	WIS (1)	1	
<b>Ride</b>	+2	DEX (3)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	+7	DEX (3)	1	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+3	STR (-1)	1	
<b>Use Magic Device</b>	+3	CHA (0)	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.
- Martial Weapon Proficiency - All**  
You are proficient with all Martial weapons.

## Feats

### Shield Proficiency

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

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Tower Shield Proficiency

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

### Tunnel Rat

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

### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

## Traits

### Adopted

Add a racial trait.

### Fencer

+1 to hit with dagger or sword AoOs.

### River Rat (marsh or river)

+1 to Swim checks, Swim is always a class skill for you. +1 damage with a dagger.

### Tunnel Fighter

+2 Initiative and +1 critical damage while underground.

## Drawbacks

### Doubt

-4 for an hour on any skill or ability check after you fail that type of check

## Tube arrow shooter

Ranged: **+5, 1d3**

Crit: x2

Ranged, both hands: **+5, 1d3**

Rng: 40'

1-hand, P

## Unarmed strike

Main hand: **+5, 1d2-1 nonlethal**

Crit: x2

Light, B, Nonlethal

## Hide shirt

**+3**

Max Dex: +4, Armor Check: -1

Spell Fail: 15%, Light

## Gear

**Total Weight Carried: 17.4/67.5 lbs,**

**Encumbrance Ignored**

**(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)**

Backpack (15 @ 5.125 lbs) 0.5 lbs

Caltrops <In: Sack (5 @ 2 lbs)> 2 lbs

Candle x2 <In: Sack (5 @ 2 lbs)> -

Chalk x5 <In: Backpack (15 @ 5.125 lbs)> -

Dagger 0.5 lbs

Dagger 0.5 lbs

Explorer's outfit (Free) <In: Sack (5 @ 2 lbs)> -

Hide shirt 9 lbs

Mask <In: Backpack (15 @ 5.125 lbs)> -

Money -

Oil <In: Backpack (15 @ 5.125 lbs)> 1 lb

Poison ward salve <In: Sack (5 @ 2 lbs)> -

Poisoned sand tube 0.5 lbs

Rapier 1 lb

Rope <In: Dropped to ground (1 @ 10 lbs)> 10 lbs

Sack (5 @ 2 lbs) <In: Backpack (15 @ 5.125) 0.125 lbs

## Experience & Wealth

Experience Points: **0/2,000**

Current Cash: **46 gp, 8 sp, 6 cp**

## Gear

**Total Weight Carried: 17.4/67.5 lbs,**

**Encumbrance Ignored**

**(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)**

Snorkel <In: Backpack (15 @ 5.125 lbs)> -

Tindertwig x4 <In: Backpack (15 @ 5.125 lbs)> -

Torch x2 <In: Backpack (15 @ 5.125 lbs)> 1 lb

Tube arrow shooter 0.25 lbs

## Special Abilities

### Darkvision (60 feet)

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

### Rodent Empathy

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

### Swarming (Ex)

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

## Tracked Resources

Dagger

Dagger

Poison ward salve

Tindertwig

Torch

## Languages

Common

Undercommon

Dwarven

## Riki Tiki – Abilities & Gear

### 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

### Fencer Trait

You trained long hours as a youth with blades, either taking lessons in the genteel art of fencing from tutors paid for by your parents or by being taken under the wing of a disenfranchised fencer who may have turned to a life of crime. You gain a +1 trait bonus on attacks of opportunity made with daggers, swords, and similar bladed weapons.

**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.

### 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.

### Parents: Both Alive History

**Notes:** 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.

Both of your parents are alive.

**Appears In :** Ultimate Campaign

### Circumstance of Birth : Adopted History

**Notes:** 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.

You were not raised by your birth family, but taken in by another family within your race or culture. Roll twice instead of once on Table 1-26: Parents' Profession—once for your birth family and a second time for your adoptive family. You gain access to traits granted by both sets of parents.

**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

## Riki Tiki – Abilities & Gear

### **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

### **Moral Conflict : Violent Crime: 7** **History**

You beat, assaulted, or mutilated someone.

**Appears In** : Ultimate Campaign

### **Subject: Gangster or underworld figure: 0** **History**

**Appears In** : Ultimate Campaign

### **Motivation: Family: 3** **History**

**Appears In** : Ultimate Campaign

### **Resolution: You Enjoyed It: 3** **History**

Those who cling to petty morals have no understanding of what true freedom and power is. The fact is, you enjoyed your part in the conflict and would do it all over again if the opportunity presented itself. Many people know of your misdeed, and they also realize your complete lack of remorse.

**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.

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## Sourcebooks Used

- **Advanced Class Guide** - Poison ward salve (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Adopted (trait); Fencer (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)
- **Pathfinder Adventure Paths / Varisia, Birthplace of Legends** - Hide shirt (armor)
- **Ranged Tactics Toolbox / Ultimate Combat / Ultimate Equipment** - Poisoned sand tube (weapon); Tube arrow shooter (weapon)
- **Ultimate Campaign** - Doubt (???)
- **Ultimate Equipment** - Snorkel (equipment)

**Title - Riki Tiki (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2018/05/27

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

- no notes -