

Dorothy "Dot Nick" Nichole

Player: Misty Troutt

Female human rogue 3 - CR 2

Neutral Good Humanoid (Human); Deity: **Dio**; Age: **20**;
Height: **5' 8"**; Weight: **160lb.**; Eyes: **Brown**; Hair: **Bald**;
Skin: **Olive**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+1	+1			
REFLEX (DEXTERITY)	+7	=	+3	+4			

Trap Sense : +1 bonus vs. traps

WILL (WISDOM)	+2	=	+1	+1			
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+4		+4				

Touch AC 14 **Flat-Footed AC 14**

Trap Sense : +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc	
+3	=	+2	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size		
17	=	10	+2	+1	+4	-

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

Base Attack +2 **HP 30**

Initiative +5

Speed 30 ft

Bladed scarf

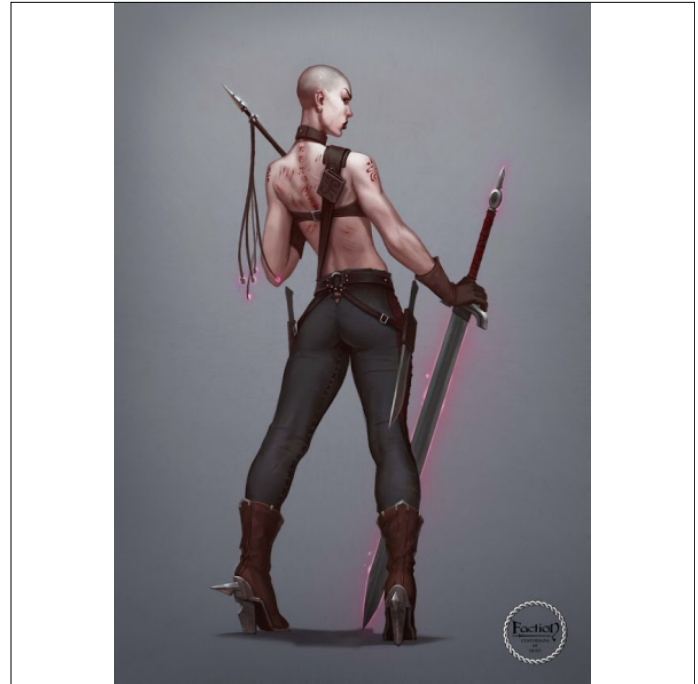
Both hands: **+2, 1d6+1**

Crit: **x2**
2-hand, S, Disarm,

+1 leaf armor

+4

Max Dex: **+5**, Armor Check: -
Spell Fail: **15%**, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (4)	3	
Appraise	+7	INT (1)	3	
Bluff	+2	CHA (2)	-	
Climb	+1	STR (1)	-	
Craft (weapons)	+9	INT (1)	3	
Diplomacy	+2	CHA (2)	-	
Disable Device	+13	DEX (4)	3	
Disguise	+2	CHA (2)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	+10	CHA (2)	3	
Knowledge (local)	+7	INT (1)	3	
Perception	+7	WIS (1)	3	
Trapfinding: +1 to locate traps				
Ride	+4	DEX (4)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+4	INT (1)	3	
Stealth	+10	DEX (4)	3	
Survival	+1	WIS (1)	-	
Swim	+1	STR (1)	-	
Use Magic Device	+8	CHA (2)	3	

Feats

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.

Dazzling Display (Rapier)

Intimidate check to demoralize can affect those within 30' who see you.

Feats

Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Two-Weapon Fighting

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.

Weapon Finesse

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

Weapon Focus (Rapier)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Bloody-Minded

+1 trait bonus to initiative and Intimidate

Memorable

Increased duration if you modify character's attitude with Diplomacy or Intimidate.

Cold iron dagger

Main hand: **+6, 1d4+1**

Crit: 19-20/x2

Main w/ offhand: **+2, 1d4+1**

Rng: 10'

Main w/ light off.: **+4, 1d4+1**

Light, P/S

Offhand: **+4, 1d4**

Ranged: **+6, 1d4+1**

Ranged w/ offhand: **+2, 1d4+1**

Ranged w/ light off.: **+4, 1d4+1**

Ranged offhand: **+4, 1d4**

Cold iron dagger

Main hand: **+6, 1d4+1**

Crit: 19-20/x2

Main w/ offhand: **+2, 1d4+1**

Rng: 10'

Main w/ light off.: **+4, 1d4+1**

Light, P/S

Offhand: **+4, 1d4**

Ranged: **+6, 1d4+1**

Ranged w/ offhand: **+2, 1d4+1**

Ranged w/ light off.: **+4, 1d4+1**

Ranged offhand: **+4, 1d4**

Dagger

Main hand: **+6, 1d4+1**

Crit: 19-20/x2

Main w/ offhand: **+2, 1d4+1**

Rng: 10'

Main w/ light off.: **+4, 1d4+1**

Light, P/S

Offhand: **+4, 1d4**

Ranged: **+6, 1d4+1**

Ranged w/ offhand: **+2, 1d4+1**

Ranged w/ light off.: **+4, 1d4+1**

Ranged offhand: **+4, 1d4**

Experience & Wealth

Experience Points: **3300/6000**

Current Cash: **2 gp**

Reputation: **Fame: 5, PP: 5, 100 miles.**

Masterwork rapier

Main hand: **+8, 1d6+1**

Crit: 18-20/x2

Both hands: **+8, 1d6+1**

1-hand, P

Main w/ offhand: **+4, 1d6+1**

Main w/ light off.: **+6, 1d6+1**

Offhand: **+4, 1d6**

Masterwork short sword

Main hand: **+7, 1d6+1**

Crit: 19-20/x2

Main w/ offhand: **+3, 1d6+1**

Light, P

Main w/ light off.: **+5, 1d6+1**

Offhand: **+5, 1d6**

Shortbow

Ranged, both hands: **+6, 1d6**

Crit: x3

Rng: 60'

2-hand, P

Silver dagger

Main hand: **+6, 1d4**

Crit: 19-20/x2

Main w/ offhand: **+2, 1d4**

Rng: 10'

Main w/ light off.: **+4, 1d4**

Light, P/S

Offhand: **+4, 1d4-1**

Ranged: **+6, 1d4**

Ranged w/ offhand: **+2, 1d4**

Ranged w/ light off.: **+4, 1d4**

Ranged offhand: **+4, 1d4-1**

Silver dagger

Main hand: **+6, 1d4**

Crit: 19-20/x2

Main w/ offhand: **+2, 1d4**

Rng: 10'

Main w/ light off.: **+4, 1d4**

Light, P/S

Offhand: **+4, 1d4-1**

Ranged: **+6, 1d4**

Ranged w/ offhand: **+2, 1d4**

Ranged w/ light off.: **+4, 1d4**

Ranged offhand: **+4, 1d4-1**

Unarmed strike

Main hand: **+6, 1d3+1**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+2, 1d3+1**

nonlethal

Main w/ light off.: **+4, 1d3+1**

nonlethal

Offhand: **+4, 1d3 nonlethal**

Gear

Total Weight Carried: 51/150 lbs, Encumbrance Ignored

(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

+1 leaf armor	10 lbs
Antitoxin	-
Arrows x10	0.15 lbs
Artisan's tools, masterwork (Craft [weapons]) <In:	5 lbs
Backpack, masterwork (1 @ 5 lbs)	4 lbs
Belt pouch (empty)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Bladed scarf	2 lbs
Blanket, winter	3 lbs
Cold iron dagger	1 lb
Cold iron dagger	1 lb
Dagger	1 lb
Explorer's outfit (Free)	-
Flint and steel	-
Iron stone (pink and green sphere, cracked, Intimidate)	-
Iron torch	-
Masterwork rapier	2 lbs
Masterwork short sword	2 lbs
Potion of cure light wounds x2	-
Shortbow	2 lbs
Silk rope	5 lbs
Silver dagger	1 lb
Silver dagger	1 lb
Thieves' tools, masterwork	2 lbs
Trail rations x2	1 lb
Waterskin	4 lbs

Special Abilities

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Sneak Attack +2d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Trap Sense +1 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

Trapfinding +1

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Tracked Resources

Antitoxin	<input type="checkbox"/>
Arrows	<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"/> <input type="checkbox"/>
Cold iron dagger	<input type="checkbox"/>
Cold iron dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/>
Silver dagger	<input type="checkbox"/>
Silver dagger	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Dwarven

Companions

Horse, light (combat trained)

Horse (*Pathfinder RPG Bestiary* 177)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

Defense

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 22 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

Offense

Speed 50 ft.

Melee unarmed strike +3 (1d4+3 nonlethal) or
2 hooves +3 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run^B

Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel

Skills Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6

SQ combat riding

Other Gear bit and bridle, blanket^{APG}, feed (per day) (2), riding saddle, saddlebags

Tracked Resources

Feed (per day) - 0/2

History

Homeland: City or Metropolis

Parents: Both Alive

Siblings: 1 Biological

Circumstance of Birth : Reincarnated

Parent's Profession : Tradespeople

Childhood: Ordinary Childhood

Training: The Trained

Influential Associate: The Mentor

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Ioun torch (equipment)
- **Adventurer's Armory / Inner Sea World Guide** - Leaf armor (armor)
- **Adventurer's Armory / Inner Sea World Guide / Rise of the Runelords Anniversary Edition / Varisia, Birthplace of Legends** - Bladed scarf (weapon)
- **Champions of Corruption** - Bloody-Minded (trait)
- **Quests & Campaigns** - Memorable (trait)
- **Seekers of Secrets** - Ioun stone (pink and green sphere, cracked) (equipment)

Horse, light (combat trained)



Horse - CL2 - CR 1
True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	2	-4	
WIS WISDOM	13	+1	
CHA CHARISMA	7	-2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+3	+3				Endurance: +4 vs. hot or cold environments and to resist damage from suffocation
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+1 =		+1				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	11 =			+2	-1				
Touch AC	11	Flat-Footed AC		9					
		BAB	Strength	Size	Misc				
CM Bonus	+5 =	+1	+3	+1	-				

	Total	BAB	Strength	Dexterity	Size
CM Defense	17 = 10	+1	+3	+2	+1
21 vs. Trip					
Base Attack	+1	HP		22	
Initiative	+2	Damage / Current HP			
Speed	50 ft				

Hooves x2 (Horse)

Main hand: **+3, 1d4+3** Crit: x2
Main w/ offhand: **-3, 1d4+3** Light, B
Main w/ light off.: **-1, 1d4+3**
Offhand: **-5, 1d4+1**

Unarmed strike

Main hand: **+3, 1d4+3 nonlethal** Crit: x2
Main w/ offhand: **-3, 1d4+3 nonlethal** Light, B, Nonlethal
Main w/ light off.: **-1, 1d4+3 nonlethal**
Offhand: **-5, 1d4+1 nonlethal**

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Run: +4 to jump with a running start, +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Endurance
+4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Run
Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Animal Tricks

Attack [Trick]
The animal will attack on command.

Combat Riding [Trick]
The animal has been trained to bear a rider into combat.

Come [Trick]
The animal will come to you on command.

Defend [Trick]
The animal will defend you.

Down [Trick]
The animal will break off combat on command.

Guard [Trick]
The animal stays in place and prevents others from approaching.

Heel [Trick]
The animal will follow you.

Special Abilities

Low-Light Vision
A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Scent (Ex)
This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Gear

Total Weight Carried: 55/690 lbs, Encumbrance Ignored

(Light: 228 lbs, Medium: 459 lbs, Heavy: 690 lbs)

Bit and bridle	1 lb
Blanket <In: Riding saddle (2 @ 29 lbs)>	1 lb
Feed (per day) x2 <In: Saddlebags (2 @ 20 lbs)>	10 lbs
Riding saddle (2 @ 29 lbs)	25 lbs
Saddlebags (2 @ 20 lbs) <In: Riding saddle (2 @ 29	8 lbs

Tracked Resources

Feed (per day)

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Bestiary** - Horse (race)

Experience & Wealth

Experience Points: **0/3300**

Current Cash: **You have no money!**

Reputation: **Fame: 0, PP: 0, 100 miles.**

Dorothy "Dot Nick" Nichole – Abilities & Gear

Dazzling Display (Rapier) **Feat**

Your skill with your favored weapon can frighten enemies.

Prerequisite: Weapon Focus, proficiency with the selected weapon.

Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Two-Weapon Fighting **Feat**

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

Prerequisite: Dex 15.

Benefit: 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 Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

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.

Weapon Focus (Rapier) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Bloody-Minded **Trait**

You are always ready for bloodshed. You gain a +1 trait bonus on initiative and Intimidate checks.

Appears In: Champions of Corruption

Memorable **Trait**

Growing up amid a large number of children, you learned quickly how to get others' attention and keep it. When you modify a character's attitude with the Diplomacy or Intimidate skill, the attitude change lasts 1-1/2 times longer than it otherwise would. Whenever you create a fear or mind-affecting effect that imposes a penalty or bonus with a duration of at least 2 rounds, it lasts 1 additional round after it would normally end. For example, if you demoralize a foe with an Intimidate check and beat the DC by 5, the victim is shaken for 3 rounds instead of the usual 2 rounds.

Suggested Characters: Free Captains, gnomes, Keleshites.

Appears In: Quests & Campaigns

Evasion (Ex) **Class Ability (Rogue)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Sneak Attack +2d6 **Class Ability (Rogue)**

If a character 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 character's attack deals 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 character flanks her target. Should the character 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 (like a sap, whip, or an unarmed strike), a character 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, not even with the usual –4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Trap Sense +1 (Ex) **Class Ability (Rogue)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Trapfinding +1 **Class Ability (Rogue)**

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Antitoxin **Gear**

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Alchemical Power Component

Like antiplague, this substance can augment certain healing spells. **Neutralize Poison (M):** Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

Dorothy "Dot Nick" Nichole – Abilities & Gear

Ioun stone (pink and green sphere, cracked, Inti) **Wondrous Item**

This stone bears an obvious crack, whether as a result of crafting, because the raw stone began cracked, or due to damage. It grants a +1 competence bonus on one Charisma-based skill.

A Sphere is usually smooth and almost perfectly round in all dimensions. Ioun stones orbit the head within d3 feet and have AC 24, hardness 5, and 10 Hp.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, creator must be 12th level; **Cost** 100 gp

Note: The restriction that the chosen skill be CHA-based is not currently enforced.

Appears In : Seekers of Secrets

Ioun torch **Wondrous Item**

This item is merely a burned out, dull gray ioun stone with a *continual flame* spell cast upon it. It retains the ability to float and orbit, and allows the bearer to carry light and still have his hands free. It may be in any crystalline shape common to ioun stones (ellipsoid, prism, sphere, and so on).

Construction

Requirements Craft Wondrous Item, *continual flame*, creator must be 12th level; **Cost** 62 gp, 5 sp

Appears In : Advanced Player's Guide, Ultimate Equipment

Homeland: City or Metropolis **History**

If you're a human, you gain access to the Civilized social trait and the Vagabond Child regional trait. If you're a half-elf, you gain access to the Civilized social trait and the Failed Apprentice race trait. If you're a half-orc, you gain access to the Brute race 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: 1 Biological **History**

1d2 biological siblings. If you roll 2 siblings, you gain access to the Kin Guardian combat trait.

Appears In : Ultimate Campaign

Circumstance of Birth : Reincarnated **History**

You have been reborn in many cycles, and may be reborn in many more until you accomplish the ultimate task for which you are destined. You gain access to the Reincarnated faith trait, the Arisen story feat, and the Forgotten Past story feat.

Appears In : Ultimate Campaign

Parent's Profession : Tradespeople **History**

You gain access to the Artisan social trait and the Life of Toil social trait.

Appears In : Ultimate Campaign

Childhood: Ordinary Childhood **History**

Your childhood was fairly ordinary, with no major blessing or catastrophe—a stark contrast to an adventuring life. You lived your life in anticipation of growing up so you could affect the dull backdrop upon which your mundane life was painted. Now that you've grown, it's easy to miss those tranquil days where nothing ever seemed to happen. You gain access to the Ordinary social trait.

Appears In : Ultimate Campaign

Training: The Trained **History**

Your early talent for feats of agility and acrobatics garnered you an experienced mentor. Impressed by your natural ability, this mentor taught you how to fight, dodge, and throw. He may have been a master thief, circus performer, fencing master, or washbuckling pirate. You gain access to the Mentored social trait.

Appears In : Ultimate Campaign

Influential Associate : The Mentor **History**

You had a mentor who taught you everything worth knowing about life. This could have been the person who taught you the heroic abilities you possess, or simply a kindred spirit who helped form your worldview. You gain access to the Mentored social trait.

Appears In : Ultimate Campaign

Horse, light (combat trained) – Abilities & Gear

Endurance

Feat

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Run

Feat

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Attack [Trick]

Animal Trick Trick

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Combat Riding [Trick]

Animal Trick Trick

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

Come [Trick]

Animal Trick Trick

The animal comes to you, even if it normally would not do so.

Defend [Trick]

Animal Trick Trick

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down [Trick]

Animal Trick Trick

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Guard [Trick]

Animal Trick Trick

The animal stays in place and prevents others from approaching.

Heel [Trick]

Animal Trick Trick

The animal follows you closely, even to places where it normally wouldn't go.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Scent (Ex)

Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.