

Uchiyama the Twice-Living Ronin

Male ghoulish samurai 3 (Ghoul +2) - CL5 - CR 4
 Chaotic Evil Undead; Atheist; Age: 56; Height: 6'; Weight: 138lb.



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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
	Channel Resistance: +2 bonus vs. channeled energy						
REFLEX (DEXTERITY)	+5	=	+1	+4			
	Channel Resistance: +2 bonus vs. channeled energy						
WILL (WISDOM)	+6	=	+4	+2			
	Channel Resistance: +2 bonus vs. channeled energy						

Immunity to Ability Drain	Immunity to Nonlethal Damage
Immunity to Bleeds	Immunity to Paralysis
Immunity to Death Effects	Immunity to Physical Ability Damage
Immunity to Disease	Immunity to Poison
Immunity to Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting effects	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+7			+2		+1	
Touch AC 11								
CM Bonus +8	=	+4	+4					
CM Defense 23	=	10	+4	+4	+4			
Base Attack		+4						
Initiative		+4						
Speed		30 / 20 ft						

Akashi the Flame-Sheathed

Main hand: **+10, 1d8+5 plus 1d6 fire** Crit: 18-20/x2
 Both hands: **+10, 1d8+7 plus 1d6 fire** 1-hand, S, Deadly



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (4)	3	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+7	CHA (2)	2	
Climb	+3	STR (4)	2	
Diplomacy	+2	CHA (2)	-	
Disguise	+8	CHA (2)	3	
Escape Artist	+1	DEX (4)	3	
Fly	-2	DEX (4)	-	
Handle Animal	+6	CHA (2)	1	
Heal	+2	WIS (2)	-	
Intimidate	+7	CHA (2)	2	
Perception	+7	WIS (2)	2	
Ride	+4	DEX (4)	3	
Sense Motive	+2	WIS (2)	-	
Stealth	+3	DEX (4)	2	
Survival	+2	WIS (2)	-	
Swim	+3	STR (4)	2	

Feats

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Dodge
- Martial Weapon Proficiency - All
- Shield Proficiency
- Simple Weapon Proficiency - All
- Weapon Finesse
- Weapon Focus (Katana)

Bite (Ghoul)

Main hand: **+3, 1d6+2 plus disease** Crit: x2
Light, B/P/S

Claw x2 (Ghoul)

Main hand: **+3, 1d6+2** Crit: x2
Light, B/S

Masterwork splint mail

+7

Max Dex: +0, Armor Check: -6
Spell Fail: 40%, Heavy, Slows

Gear

Total Weight Carried: 57/300 lbs, Light Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

Akashi the Flame-Sheathed	6 lbs
Artisan's outfit (Free)	-
Frayed Black Samurai Robe with Red Flame Motif	3 lbs
Geta Sandals	2 lbs
Masterwork splint mail	45 lbs
Money	-

Special Abilities

+6 Ride while riding your bonded mount. (Ex)
Animal Companion Link (Ex)
Channel Resistance +2
Darkvision (60 feet)
Disease (DC 13) (Su)
Paralysis (1d4+1 elves are immune, DC 13, DC 13)
Resolve (2/day) (Ex)
Ronin's +3 (1/day) (Ex)
Self Reliant (Ex)
Weapon Expertise (Katana) (Ex)

Tracked Resources

Resolve (2/day) (Ex)
Ronin's +3 (1/day) (Ex)

Languages

Common Vudrani

Background

A wandering samurai and mercenary. Betrayed by his shogun some decades prior, he became a ronin mercenary beholden to no one. He was taken prisoner by the Cheliox Navy but allowed a probationary release provided he guarded the doomed Infernus.

After the Infernus shipwreck, the captain used him as a personal bodyguard. He formerly wielded his special katana with a figuratively inhuman grace. After the Carrion Hill ghoul fever plague took him, it became literal.

MORALE: Challenges the strongest warrior wielding a sword in combat (Hrafn).

Experience & Wealth

Experience Points: **0/23000**
Current Cash: **You have no money!**
Reputation: **Fame: 7, PP: 7, 100 miles.**