

Bravian Soldier

Character Name  
Warrior 8

CLASS  
8 (6)

Character Level (CR)  
51000 / 75000

EXP/NEXT LEVEL

Player Name  
Human / Humanoid

RACE  
27

AGE  
Male

GENDER

Deity  
Medium / 5 ft.

SIZE / FACE

EYES

None  
Region  
0' 0" / 0 lbs.

HEIGHT / WEIGHT

HAIR

None  
Alignment  
Normal

VISION

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR  
Strength

28

+9

28

+9

DEX  
Dexterity

28

+9

30

+10

CON  
Constitution

20

+5

20

+5

INT  
Intelligence

18

+4

18

+4

WIS  
Wisdom

12

+1

12

+1

CHA  
Charisma

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE  
(constitution)

+15

=

+6

+

+5

+

+4

+

+0

+

+0

+

REFLEX  
(dexterity)

+16

=

+2

+

+10

+

+4

+

+0

+

+0

+

WILL  
(wisdom)

+7

=

+2

+

+1

+

+4

+

+0

+

+0

+

HP  
hit points

120

WOUNDS/CURRENT HP

AC  
armor class

43

FLAT

40

TOUCH

21

BASE

10

ARMOR BONUS

13

SHIELD BONUS

9

STAT

2

SIZE

0

NATURAL ARMOR

0

DEFLECTION

4

DODGE

1

Morale

0

Insight

4

Sacred

0

Profane

0

MISC

4

INITIATIVE  
modifier

+10

TOTAL

DEX MODIFIER

+10

MISC MODIFIER

+0

Encumbrance

Light

MISS CHANCE

60

Arcane Spell Failure

-9

ARMOR CHECK PENALTY

29

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

SPEED

Walk 30 ft.

TOTAL SKILLPOINTS: 56

SKILLS

MAX RANKS: 8/8

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

✓ Acrobatics

DEX

5

=

10

+

4

+

-9

✓ Appraise

INT

4

=

4

✓ Bluff

CHA

1

=

1

✓ Climb

STR

0

=

9

+

-9

✓ Craft (Untrained)

INT

4

=

4

✓ Diplomacy

CHA

3

=

1

+

2

Disable Device

DEX

3

=

10

+

2

+

-9

✓ Disguise

CHA

1

=

1

✓ Escape Artist

DEX

1

=

10

+

-9

✓ Fly

DEX

1

=

10

+

-9

✓ Heal

WIS

1

=

1

✓ Intimidate

CHA

12

=

1

+

8

+

3

Knowledge (Dungeoneering)

INT

8

=

4

+

4

Knowledge (Geography)

INT

7

=

4

+

3

Knowledge (History)

INT

7

=

4

+

3

Knowledge (Local)

INT

8

=

4

+

4

Knowledge (Nobility)

INT

7

=

4

+

3

✓ Perception

WIS

6

=

1

+

5

✓ Perform (Untrained)

CHA

1

=

1

✓ Ride

DEX

12

=

10

+

8

+

-6

✓ Sense Motive

WIS

9

=

1

+

8

Sleight of Hand

DEX

3

=

10

+

2

+

-9

✓ Stealth

DEX

1

=

10

+

-9

✓ Survival

WIS

1

=

1

✓ Swim

STR

0

=

9

+

-9

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

\*Defending/Speed Lance

HAND

TYPE

SIZE

CRITICAL

REACH

(Shieldsplitter/Dueling/Paper Cut)

Primary

P

M

19-20/x3

10 ft.

To Hit

Dam

To Hit

Dam

1H-P

+16/+16/+11

3d8+13

2W-P-(OH)

+10/+10/+5

3d8+13

1H-O

+12/+12/+7

3d8+8

2W-P-(OL)

+12/+12/+7

3d8+13

2H

+16/+16/+11

3d8+17

2W-OH

+6

3d8+8

Special Properties: On a successful strike on an opponent who carries a shield, the opponent's shield takes the same damage as the opponent. When attempting a sunder attack against a shield, it bypasses the shield's hardness., threat range doubled, grants one extra attack at full base attack bonus when making a full-attack action, deals 1d6 points of bleed damage per hit, +4 on initiative checks, +2 on disarm and feint checks, +2 to CMD to resist disarm, +2 to DC to feint against the wielder, can transfer some or all of its enhancement bonus to AC

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*+5/Spell Resistance 19

Light

+6

+8

+0

10

Quilted Cloth (Adamantine)

(Quilted Cloth), grants spell resistance 19

\*+5/Energy Resistance (Fire/Greater)

Shield

+9

+2

-9

50

a tower shield can instead grant you cover, absorbs 30 points of fire damage per attack, 75% chance to negate critical hits and sneak attacks

Character: Bravian Soldier

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.

Level: 8 (CR: 6)

Player:

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EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
<b>Helmet ( AC Bonus (Insight) (+4)/ Spell Resistance (25))</b>	Equipped	1	0 / 0	
Insight bonus to armor class of +4, base spell resistance of 25				
<b>Gauntlets (DEX +2/ Armor Bonus (Enhancement) (+8)/ Spell Resistance (29))</b>	Equipped	2	0 (0) / 0 (0)	
Enhancement bonus to ability DEX +2, Enhancement bonus to armor class of +8, base spell resistance of 29Plural: No				
<b>Defending/Speed Lance (Shieldsplitter/Dueling/Paper Cut)</b>	Equipped	1	0 / 0	
On a successful strike on an opponent who carries a shield, the opponent's shield takes the same damage as the opponent. When attempting a sunder attack against a shield, it bypasses the shield's hardness., threat range doubled, grants one extra attack at full base attack bonus when making a full-attack action, deals 1d6 points of bleed damage per hit, +4 on initiative checks, +2 on disarm and feint checks, +2 to CMD to resist disarm, +2 to DC to feint against the wielder, can transfer some or all of its enhancement bonus to AC				
<b>Belt (Belt/ AC Bonus (Deflection) (+4)/ Spell Resistance (24))</b>	Equipped	1	0 / 0	
Deflection bonus to armor class of +4, base spell resistance of 24				
<b>Cape ( Save Bonus (Luck) (+4)/ Spell Resistance (15))</b>	Equipped	1	0 / 0	
base spell resistance of 15, Luck bonus to all saving throws of +4				
<b>+5/Spell Resistance 19 Quilted Cloth (Adamantine)</b>	Equipped	1	15 / 0	
(Quilted Cloth), grants spell resistance 19				
<b>+5/Energy Resistance (Fire/Greater)</b>	Equipped	1	0 / 0	
a tower shield can instead grant you cover, absorbs 30 points of fire damage per attack, 75% chance to negate critical hits and sneak attacks				
TOTAL WEIGHT CARRIED/VALUE		15 lbs.	0gp	

WEIGHT ALLOWANCE					
Light	400	Medium	800	Heavy	1200
Lift over head	1200	Lift off ground	2400	Push / Drag	6000

MONEY	
Total= 0 gp	

MAGIC	
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Languages	
Common, Dwarven, Gnome, Halfling	

Other Companions	
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Special Qualities	
Bonus Feat	[ ARG ]
Humans select one extra feat at 1st level.	
Skilled	[ ARG ]
Humans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.	

Feats	
Agile Maneuvers	[ CR ]
You learned to use your quickness in place of brute force when performing combat maneuvers.	
You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.	
Combat Expertise	[ CR ]
You can increase your defense at the expense of your accuracy.	
You can choose to take a -3 penalty on melee attack rolls and combat maneuver checks to gain a +3 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.	
Combat Reflexes	[ CR ]
You can make additional attacks of opportunity.	
You may make 10 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.	
Dodge	[ CR ]
Your training and reflexes allow you to react swiftly to avoid an opponent's attack.	
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	
Endurance	[ CR ]
Harsh conditions or long exertions do not easily tire you.	
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.	
Armor Proficiency, Heavy	[Paizo Inc. - Core Rulebook, p.118]

You are skilled at wearing heavy armor.	
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	[Paizo Inc. - Core Rulebook, p.118]
You are skilled at wearing light armor.	
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	[Paizo Inc. - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
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	[Paizo Inc. - Core Rulebook, p.130]
You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).	
Shield Proficiency	[Paizo Inc. - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Inc. - Core Rulebook, p.133]
You are trained in the use of basic weapons.	
You make attack rolls with simple weapons without penalty.	
Tower Shield Proficiency	[Paizo Inc. - Core Rulebook, p.135]
You are trained in how to properly use a tower shield.	
When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.	

Proficiencies
Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Dwarven Waraxe, Warhammer, Wushu Dart

# Bravian Soldier

HUMAN	
RACE	
27	
AGE	
Male	
GENDER	
VISION	
None	
ALIGNMENT	
Right	
DOMINANT HAND	
0' 0"	
HEIGHT	
0 lbs.	
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
/	
HAIR / HAIR STYLE	
PHOBIAS	
/	
PERSONALITY TRAITS	
INTERESTS	
/	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
DEITY	
Humanoid	
Race Type	
Race Sub Type	

Description:  
Biography: