

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.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

Special Qualities	
Armor Mastery (Ex)	[PFCR, p.56]
You gain DR 5/-- whenever you are wearing armor or using a shield.	
Armor Training (Ex)	[PFCR, p.55]
You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4	
Bravery (Ex)	[PFCR, p.55]
You gain a +5 bonus to Will saves against fear effects.	
Track (Ex)	[PFCR, p.64]
You gain +2 to Survival checks made to follow or identify tracks.	
Weapon Training (Ex)	[PFCR, p.56]
Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks)	
Wild Empathy (Ex)	[PFCR]
You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+4 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, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.	

Feats	
Armor Proficiency, Heavy	[PFCR, p.118]
You are skilled at wearing heavy armor.	
Armor Proficiency, Light	[PFCR, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[PFCR, p.118]
You are skilled at wearing medium armor.	
Endurance	[PFCR, p.112]
Harsh conditions or long exertions do not easily tire you.	
Martial Weapon Proficiency	[PFCR, p.130]
You understand how to use your chosen martial weapon in combat.	
Shield Proficiency	[PFCR, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[PFCR, p.133]
You are trained in the use of basic weapons.	
Tower Shield Proficiency	[PFCR, p.135]
You are trained in how to properly use a tower shield.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common

TEMPLATES

Notes:

Character Sheet Notes: