

Character Name	
Rogue 2, Fighter 7	
CLASS	
9 (8)	75000 / 105000
Character Level (CR)	EXP/NEXT LEVEL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+8	= +5	+ +1	+ +2	+ +0	+ +0	+ <input type="text"/>
REFLEX (dexterity)	+9	= +5	+ +2	+ +2	+ +0	+ +0	+ <input type="text"/>
WILL (wisdom)	+7	= +2	+ +1	+ +2	+ +2	+ +0	+ <input type="text"/>

Player Name	
Human / Humanoid	
RACE	
19	Male
AGE	GENDER

Encumbrance Light

Deity
Medium / 5 ft. x 5 ft.
SIZE / FACE

Region
5' 2" / 140 lbs.
HEIGHT / WEIGHT

Alignment
Normal
VISION
20
Points

TOTAL SKILLPOINTS: 48		SKILLS		MAX RANKS: 9		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	14	= 2	9	3
✓	Acrobatics (Jump)	DEX	23	= 2	9	12
✓	Appraise	INT	5	= 1	1	3
✓	Bluff	CHA	0	= 0		
✓	Climb	STR	10	= 6	1	3
✓	Craft (Untrained)	INT	1	= 1		
✓	Diplomacy	CHA	0	= 0		
	Disable Device	DEX	8	= 2	2	4
✓	Disguise	CHA	0	= 0		
✓	Escape Artist	DEX	2	= 2		
✓	Fly	DEX	2	= 2		
✓	Heal	WIS	1	= 1		
✓	Intimidate	CHA	12	= 0	9	3
	Knowledge (Local)	INT	13	= 1	9	3
✓	Perception	WIS	18	= 1	9	8
✓	Perception (Trapfinding)	WIS	19	= 1	9	9
✓	Perform (Untrained)	CHA	0	= 0		
	Profession (Soldier)	WIS	13	= 1	9	3
	Profession (Torturer)	WIS	6	= 1	2	3
✓	Ride	DEX	6	= 2	1	3
✓	Sense Motive	WIS	6	= 1	2	3
✓	Stealth	DEX	14	= 2	9	3
✓	Survival	WIS	1	= 1		
✓	Survival (Follow or identify tracks)	WIS	6	= 1		5
✓	Swim	STR	10	= 6	1	3
				=		+
				=	+	+

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

+2 Will vs. fear

[illegible]

*Glaive-Guisarme +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16/+11	1d10+12				
Special Properties: Extra damage when set against a charging character (pg. 144)					

Dagger				Hand	Type	Size	Critical	Reach
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+14/+9	1d4+6	2W-P-(OH)	+8/+3				1d4+6
1H-O	+10/+5	1d4+3	2W-P-(OL)	+10/+5				1d4+6
2H	+14/+9	1d4+6	2W-OH	+6				1d4+3
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
TH	+10/+5	+8/+3	+6/+1	+4/-1			+2/-3	
Dam	1d4+6	1d4+6	1d4+6	1d4+6			1d4+6	

Dagger (Silver/Masterwork)				Hand	Type	Size	Critical	Reach
				Carried	PS	M	19-20/x2	5 ft.
	To Hit		Dam	To Hit			Dam	
1H-P	+15/+10		1d4+5	2W-P-(OH) +9/+4			1d4+5	
1H-O	+11/+6		1d4+2	2W-P-(OL) +11/+6			1d4+5	
2H	+15/+10		1d4+5	2W-OH +7			1d4+2	
	10 ft.		20 ft.		30 ft.		40 ft.	
TH	+11/+6		+9/+4		+7/+2		+5/+0	
Dam	1d4+5		1d4+5		1d4+5		1d4+5	
Special Properties: 10 hp/inch, hardness 8								

*: 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
*Elven Chain	Light	+6	+4	-2	20
30 hp/inch, hardness 15					

Longsword (Cold Iron/Masterwork)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+15/+10	1d8+6	2W-P-(OH)	+9/+4		1d8+6	
1H-O	+11/+6	1d8+3	2W-P-(OL)	+11/+6		1d8+6	
2H	+15/+10	1d8+9	2W-OH	+5		1d8+3	
Special Properties: 30 hp/inch, hardness 10							

Crossbow (Light)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +10/+5		Damage: 1d8			
80 ft.		160 ft.		240 ft.		400 ft.	
TH	+10/+5	+8/+3	+6/+1	+4/-1		+2/-3	
Dam	1d8	1d8	1d8	1d8		1d8	
480 ft.		560 ft.		640 ft.		800 ft.	
TH	+0/-5	-2/-7	-4/-9	-6/-11		-8/-13	
Dam	1d8	1d8	1d8	1d8		1d8	

Falchion +1		HAND	TYPE	SIZE	CRITICAL	REACH
(Alchemical Silver/Furious)		Carried	S	M	18-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+15/+10		2d4+9				
Special Properties: 10 hp/inch, hardness 8, +2 to enhancement bonus when raging, always applies its enhancement bonus to skills which are enhanced by rage powers						

Longbow +1 (Composite/+4)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +11/+6		Damage: 1d8+5			
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2		
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5		
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.		
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12		
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5		
Special Properties: Strength bonus to damage							

Longsword +1 (Flaming)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+15/+10	1d8+7	2W-P-(OH)	+9/+4		1d8+7	
1H-O	+11/+6	1d8+4	2W-P-(OL)	+11/+6		1d8+7	
2H	+15/+10	1d8+10	2W-OH	+5		1d8+4	
Special Properties: +1d6 fire damage							

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Lens of Detection	Equipped	1	1 / 3,500	
Circlet of Disguise (Wis)	Equipped	1	0 / 6,700	
Glaive-Guisarme +1	Equipped	1	10 / 2,312	
Extra damage when set against a charging character (pg. 144)				
Elven Chain	Equipped	1	20 / 5,150	
30 hp/inch, hardness 15				
Outfit (Explorer's)	Equipped	1	8 / 0	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Belt of Giant Strength +2	Equipped	1	1 / 4,000	
Boots of Striding And Springing	Equipped	1	1 / 5,500	
Bolt (Crossbow)	Equipped	20	0.1 (2)	0.1 (2)
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Dagger	Carried	9	1 (9) / 2 (18)	
Dagger (Silver/Masterwork)	Carried	1	1 / 322	
10 hp/inch, hardness 8				
Longsword (Cold Iron/Masterwork)	Carried	2	4 (8) / 330 (660)	
30 hp/inch, hardness 10				
Crossbow (Light)	Carried	1	4 / 35	
0 lbs.				
Falchion +1 (Alchemical Silver/ Furious)	Carried	1	8 / 8,555	
10 hp/inch, hardness 8, +2 to enhancement bonus when raging, always applies its enhancement bonus to skills which are enhanced by rage powers				
Longbow +1 (Composite/+4)	Carried	1	3 / 2,800	
Strength bonus to damage0 lbs.				
Longsword +1 (Flaming)	Carried	1	4 / 8,315	
+1d6 fire damage				
TOTAL WEIGHT CARRIED/VALUE		81.02 lbs.	51,869gp	

WEIGHT ALLOWANCE					
Light	173	Medium	346	Heavy	520
Lift over head	520	Lift off ground	1040	Push / Drag	2600

MONEY	
Total= 0 gp	

MAGIC

Languages
Common, Elven

Other Companions

Traits	
Armor Expert	[Paizo Inc. - Advanced Player's Guide, p.327]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero.	
Desertion	[Fire Mountain Games - Knot of Thorns, p.92]
You have deserted from the Talirean military and been recaptured. To get sent to Branderscar this was not some minor or routine dereliction of duty. Instead, you abandoned your post during a time of crisis—perhaps battle or while defending the Watch Wall. Regardless of the exact circumstances, your laziness and cowardness must have caused loss of life. Punishment: Death by hanging. Benefit: You receive one bonus skill point per level that must be spent on the Profession (Soldier) skill. Profession (Soldier) becomes a class skill for you.	

Special Attacks	
Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. [1d6]	

Special Qualities	
Armor Training (Ex)	[Paizo Inc. - Core Rulebook, p.55]
You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Bonus Feats	[Paizo Inc. - Core Rulebook]
At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change	

one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex)	[Paizo Inc. - Core Rulebook, p.55]
You gain a +2 bonus to Will saves against fear effects.	
Evasion (Ex)	[Paizo Inc. - Core Rulebook]
You can avoid damage from many area-effect attacks.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Trapfinding (Ex)	[Paizo Inc. - Core Rulebook, p.68]
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	
Weapon and Armor Proficiency	[Paizo Inc. - Core Rulebook]
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).	
Weapon and Armor Proficiency	[Paizo Inc. - Core Rulebook]
Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.	
Weapon Training (Ex)	[Paizo Inc. - Core Rulebook, p.56]
Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Pole Arms +1	

Feats	
Combat Reflexes	[Paizo Inc. - Core Rulebook, p.119]
You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.	
Escape Route	[Paizo Inc. - Ultimate Combat, p.100]
You have trained to watch your allies' backs, covering them as they make tactical withdrawals. An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.	
Improved Critical (Glaive-Guisarme)	[Paizo Inc. - Core Rulebook, p.127]
Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.	
Improved Unarmed Strike	[Paizo Inc. - Core Rulebook, p.128]
You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.	
Iron Will	[Paizo Inc. - Core Rulebook, p.129]
You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.	
Lunge	[Paizo Inc. - Core Rulebook, p.130]
You can strike foes that would normally be out of reach. You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.	
Power Attack	[Paizo Inc. - Core Rulebook, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
Quick Draw	[Paizo Inc. - Core Rulebook, p.131]
You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who	

has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Weapon Focus (Glaive-Guisarme)	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Specialization (Glaive-Guisarme)	[Paizo Inc. - Core Rulebook, p.137]
You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.	

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

Chaine

RACE	Human
AGE	19
GENDER	Male
VISION	
ALIGNMENT	Lawful Evil
DOMINANT HAND	Right
HEIGHT	5' 2"
WEIGHT	140 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	Asmodeus
Race Type	Humanoid
Race Sub Type	

Description:
Biography: