

Henk - Follower of Saenvan

CHARACTER NAME

Rogue 2, Fighter 4

CLASS

6 / 5

23000 / 35000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	19		+4		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	13		+1		
WIS Wisdom	10		+0		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +1 Will vs. fear
FORTITUDE (constitution)	+7	= +4	+1	+2	+0	+0		
REFLEX (dexterity)	+8	= +4	+2	+2	+0	+0		
WILL (wisdom)	+5	= +1	+0	+2	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	= +5	+4	+0	+0	+0	
RANGED attack bonus	+7	= +5	+2	+0	+0	+0	
CMB attack bonus	+9	= +5	+4	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+9	+9	+9	+9	+9	+9
Defense	21	21	21	21	21	21

*Glaive-Guisarme +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11	1d10+9				
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	+9	1d4+4	2W-P-(OH)	+3	1d4+4
1H-O	+5	1d4+2	2W-P-(OL)	+5	1d4+4
2H	+9	1d4+4	2W-OH	+1	1d4+2
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+7	+5	+3	+1	-1
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4

Silver Dagger, Masterwork	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+10	1d4+3	2W-P-(OH)	+4	1d4+3
1H-O	+6	1d4+1	2W-P-(OL)	+6	1d4+3
2H	+10	1d4+3	2W-OH	+2	1d4+1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+8	+6	+4	+2	+0
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3
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					

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PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

5' 2"

HEIGHT

19

Male

GENDER

EYES

HAIR

HP	56	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points					Walk 30 ft.
AC	18	16	12	10	6
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
					SHIELD BONUS
					STAT
					SIZE
					NATURAL ARMOR
					DEFLECTION
					DODGE
					MISC
					MISS CHANCE
					ARCANE SPELL FAILURE
					ARMOR CHECK PENALTY
					SPELL RESIST

INITIATIVE	+6	+2	+4
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	+5		
bonus			

Asmodeus

DEITY

None

REGION

140 lbs.

WEIGHT

Lawful Evil

ALIGNMENT

Normal

VISION

20

POINTS

TOTAL SKILLPOINTS: 36		SKILLS		MAX RANKS: 6/6	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	11	=	2	+ 6 + 3
✓ Appraise	INT	5	=	1	+ 1 + 3
✓ Bluff	CHA	0	=	0	
✓ Climb	STR	8	=	4	+ 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	0	=	0	
✓ Intimidate	CHA	9	=	0	+ 6 + 3
Knowledge (Local)	INT	10	=	1	+ 6 + 3
✓ Perception	WIS	9	=	0	+ 6 + 3
✓ Perception (Trapfinding)	WIS	10	=	0	+ [6] + 4
✓ Perform (Untrained)	CHA	0	=	0	
Profession (Soldier)	WIS	9	=	0	+ 6 + 3
Profession (Torturer)	WIS	5	=	0	+ 2 + 3
✓ Ride	DEX	6	=	2	+ 1 + 3
✓ Sense Motive	WIS	5	=	0	+ 2 + 3
✓ Stealth	DEX	11	=	2	+ 6 + 3
✓ Survival	WIS	0	=	0	
✓ Swim	STR	8	=	4	+ 1 + 3
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

Cold Iron Longsword			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+10	1d8+4	2W-P-(OH)		+4		1d8+4
1H-O	+6	1d8+2	2W-P-(OL)		+6		1d8+4
2H	+10	1d8+6	2W-OH		+0		1d8+2
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: +7	Damage: 1d8				
	80 ft.	160 ft.	240 ft.		320 ft.		400 ft.
TH	+7	+5	+3		+1		-1
Dam	1d8	1d8	1d8		1d8		1d8
	480 ft.	560 ft.	640 ft.		720 ft.		800 ft.
TH	-3	-5	-7		-9		-11
Dam	1d8	1d8	1d8		1d8		1d8

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
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					
Explorer's Outfit	Equipped	1	8	0	
Cloak of Resistance +2	Equipped	1	1	4,000	
Bolt, Crossbow	Equipped	20	0.1 (2)	0.1 (2)	
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Dagger	Carried	9	1 (9)	2 (18)	
Silver Dagger, Masterwork	Carried	1	1	322	
10 hp/inch, hardness 8					
Cold Iron Longsword	Carried	1	4	330	
30 hp/inch, hardness 10					
Crossbow, Light	Carried	1	4	35	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			59 lbs. / 12,169 gp		

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

LANGUAGES	
Common, Elven	

Traits	
Armor Expert	[Paizo Publishing, LLC - 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. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.	
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 Publishing, LLC - 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. Your attack deals 1d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you 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, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.	

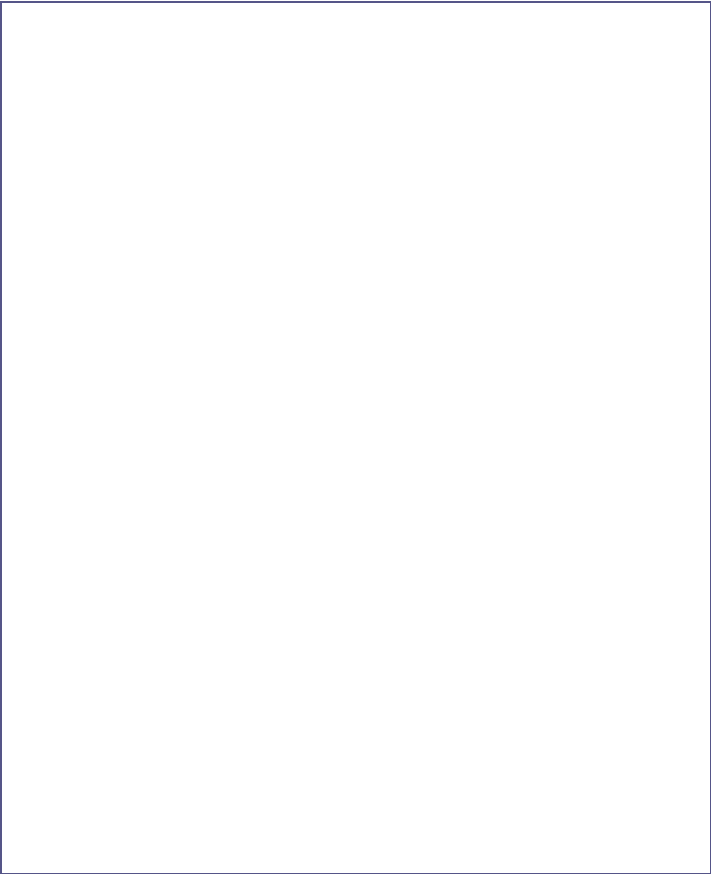
Special Qualities	
Armor Training (Ex)	[Paizo Publishing, LLC - Core Rulebook, p.55]
You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1	
Bonus Feat	[Paizo Publishing, LLC - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Bonus Feats	[Paizo Publishing, LLC - 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 Publishing, LLC - Core Rulebook, p.55]
You gain a +1 bonus to Will saves against fear effects.	
Evasion (Ex)	[Paizo Publishing, LLC - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Skilled	[Paizo Publishing, LLC - 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 Publishing, LLC - 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 Publishing, LLC - 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 Publishing, LLC - 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.	

Feats	
Combat Reflexes	[Paizo Publishing, LLC - Core Rulebook, p.119]
You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.	
Improved Initiative	[Paizo Publishing, LLC - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
Improved Unarmed Strike	[Paizo Publishing, LLC - Core Rulebook, p.128]
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 Publishing, LLC - Core Rulebook, p.129]
You get a +2 bonus on all Will saving throws.	
Power Attack	[Paizo Publishing, LLC - Core Rulebook, p.131]
You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 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 Publishing, LLC - Core Rulebook, p.131]
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 Publishing, LLC - Core Rulebook, p.136]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Specialization (Glaive-Guisarme)	[Paizo Publishing, LLC - Core Rulebook, p.137]
You gain a +2 bonus on all damage rolls you make using the selected weapon.	
Armor Proficiency, Light	[Paizo Publishing, LLC - Core Rulebook, p.118]
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.	

PROFICIENCIES
<p>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, Lucern 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, 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</p>

TEMPLATES

Henk- Follower of Saenvan



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

Description:
Biography: