

Johnny

Player: Johnny Marler

Male human fighter 7 - CR 6

Neutral Evil Humanoid (Human); Age: 18; Height: 5' 4";

Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	22/24	+6/+7	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+5	+3				
REFLEX (DEXTERITY)	+6 =	+2	+4				
WILL (WISDOM)	+4 =	+2	+2				

Bravery: +2 vs. fear

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	23 = 10	+8		+4				+1	
Touch AC	15								
		BAB	Strength	Size	Misc				
Flat-Footed AC	18								
CM Bonus	+14 =	+7	+7	-	-				
		BAB	Strength	Dexterity	Size				
CM Defense	29 = 10	+7	+7	+4	-				
Base Attack	+7								
Initiative	+9								
Speed	30 ft								

+2 greatsword

Both hands: +18/+13, 2d6+15

Crit: 19-20/x2
2-hand, S

Ambush Training: +1 damage during Surprise Round

+2 mithral breastplate

+8

Max Dex: +7, Armor Check: -
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (4)	4	
Appraise	+2	INT (2)	-	
Bluff	+1	CHA (1)	-	
Climb	+15	STR (7)	4	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Handle Animal	+7	CHA (1)	3	
Heal	+2	WIS (2)	-	
Intimidate	+5	CHA (1)	1	
Knowledge (dungeoneering)	+9	INT (2)	4	
Perception	+9	WIS (2)	7	
Ride	+8	DEX (4)	1	
Sense Motive	+2	WIS (2)	-	
Stealth	+11	DEX (4)	7	
Survival	+6	WIS (2)	1	
Swim	+13	STR (7)	3	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Cleave
Combat Reflexes (5 AoO/round)
Dodge
Improved Initiative
Martial Weapon Proficiency - All
Power Attack -2/+4
Shield Proficiency
Simple Weapon Proficiency - All
Toughness
Tower Shield Proficiency
Vital Strike
Weapon Focus (Greatsword)
Weapon Specialization (Greatsword)

Traits

Ambush Training
Cliff Jumper

Special Abilities

Advanced Armor Training
Bravery +2 (Ex)
Weapon Training (Blades, Heavy) +1 (Ex)

Gear

Total Weight Carried: 24/700 lbs, Light Load
(Light: 233 lbs, Medium: 466 lbs, Heavy: 700 lbs)

+2 greatsword	8 lbs
+2 mithral breastplate	15 lbs
Artisan's outfit (Free)	-
Belt of physical might +2 (Str, Dex)	1 lb
Money	-
Potion of cure moderate wounds x2	-

Tracked Resources

Potion of cure moderate wounds ☐☐

Languages

Common Elven
Dwarven

Sourcebooks Used

- **Cheliax, Empire of Devils** - Cliff Jumper (trait)
- **Pathfinder Society Primer** - Ambush Training (trait)

Experience & Wealth

Experience Points: **35000**/51,000
Current Cash: **You have no money!**

Johnny – Abilities & Gear

Cleave

Feat

You can strike two adjacent foes with a single swing.

Prerequisites: STR 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Appears In: Not New Paths Option: Use Scaling Feats

Combat Reflexes (5 AoO/round)

Feat

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Dodge

Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: 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.

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Power Attack -2/+4

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 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. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. 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.

Toughness

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Vital Strike

Feat

You make a single attack that deals significantly more damage than normal.

Prerequisites: Base attack bonus +6.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Appears In: Not New Paths Option: Use Scaling Feats

Weapon Focus (Greatsword)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization (Greatsword)

Feat

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

Ambush Training

Trait

You've learned that taking an enemy by surprise can end a combat before it begins. You gain a +1 trait bonus on initiative checks and a +1 trait bonus on weapon damage rolls during any surprise round in which you act.

Appears In: Pathfinder Society Primer

Cliff Jumper

Trait

You must be from the listed region to select this trait: Cliffs of Fury

You spent your early years exploring and foraging along the coastal cliffs. You gain a +1 trait bonus on Acrobatics and Climb checks, and on Reflex saves to avoid falling.

Appears In: Cheliox, Empire of Devils

Advanced Armor Training

Class Ability (Adv. Armor Traini

Highly skilled and tenacious fighters can gain advanced armor training, learning techniques and applications of the armor training class feature that give them special benefits in exchange for reducing their ability to mitigate their armor's armor check penalty and improve its maximum Dexterity bonus. Beginning at 7th level, instead of increasing the benefits provided by armor training (reducing his armor's check penalty by 1 and increasing its maximum Dexterity bonus by 1), a fighter can choose an advanced armor training option. If the fighter does so, he still gains the ability to move at his normal speed while wearing medium armor at 3rd level, and while wearing heavy armor at 7th level.

Advanced armor training options function only when the fighter is wearing appropriate armor or using a shield, unless otherwise noted. A fighter with an archetype that replaces armor training cannot select advanced armor training options.

Bravery +2 (Ex)

Class Ability (Fighter)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Weapon Training (Blades, Heavy) +1 (Ex)

Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Blades, Heavy: bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

Belt of physical might +2 (Str, Dex)

Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Strength and Dexterity of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bull's strength*, *cat's grace*; **Cost** 5,000 gp

Title - Johnny (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/06/24

XP Reward: 0 XP; **Net Cash:**

- no notes -