

Sir Richard Grobaras

Character Name

Fighter 1

CLASS

1 (1/2)

0 / 2000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME

ABILITY EQUIPPED SCORE

ABILITY SCORE

ABILITY MODIFIER

ABILITY DAMAGE

ABILITY PENALTY

STR

Strength

13

+1

DEX

Dexterity

20

+5

CON

Constitution

14

+2

INT

Intelligence

12

+1

WIS

Wisdom

10

+0

CHA

Charisma

8

-1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+0

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+0

=

+0

+

+0

+

+0

+

+0

+

Davidson Lucas

Player Name

Human (Varisian) / Humanoid

RACE

19

Masculino

AGE

GENDER

None

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

None

Region

Neutral Good

Alignment

Normal

VISION

25

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

HP

hit points

12

AC

armor class

21

17

14

=

10

+

6

+

1

+

3

+

0

+

0

+

0

+

1

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+7

=

+5

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

Encumbrance

Light

Conditional Combat Modifiers:  
You take a -1 penalty on attack rolls while using your shield arm to wield a weapon.

MELEE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+1

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+1

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+1

+

STAT

+1

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+2

TRIP

+2

DISARM

+2

SUNDER

+2

BULL RUSH

+2

OVERRRN

+2

CMD

18

18

19

19

18

18

*Buckler		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+1		1d3+1				
Special Properties: Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.						

*Masterwork Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	18-20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+6	1d6+1		2W-P-(OH)	+0	1d6+1
1H-O	+2	1d6		2W-P-(OL)	+2	1d6+1
2H	+6	1d6+1		2W-OH	-4	1d6

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

\*: 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
*Masterwork Agile Breastplate		Medium	+6	+3	-3	25
*Buckler		Shield	+1		-1	5
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.						

TOTAL SKILLPOINTS: 4		SKILLS		MAX RANKS: 1/1	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics		DEX	2	= 5 + 1 + -4	
✓ Acrobatics (Jump)		DEX	1	= 5 + 1 + -5	
✓ Appraise		INT	1	= 1	
✓ Bluff		CHA	-1	= -1	
✓ Climb		STR	0	= 1 + -1	
✓ Craft (Untrained)		INT	1	= 1	
✓ Diplomacy		CHA	-1	= -1	
✓ Disguise		CHA	-1	= -1	
✓ Escape Artist		DEX	2	= 5 + 1 + -4	
✓ Fly		DEX	1	= 5 + -4	
✓ Heal		WIS	0	= 0	
✓ Intimidate		CHA	-1	= -1	
✓ Perception		WIS	1	= 0 + 1	
Perform (Dance)		CHA	0	= -1 + 1	
✓ Perform (Untrained)		CHA	-1	= -1	
✓ Ride		DEX	1	= 5 + -4	
✓ Sense Motive		WIS	0	= 0	
✓ Stealth		DEX	1	= 5 + -4	
✓ Survival		WIS	0	= 0	
				= + +	
				= + +	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Buckler	Equipped	1	5 / 5	
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.				
Masterwork Rapier	Equipped	1	2 / 320	
Masterwork Agile Breastplate	Equipped	1	25 / 550	
Uniform (Soldier's)	Equipped	1	5 / 0	
Dagger	Carried	2	1 (2) / 2 (4)	
TOTAL WEIGHT CARRIED/VALUE		39 lbs.	879gp	

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

MONEY	
Total=	0 gp [Unspent Funds = 21 gp]

MAGIC
-------

Languages
Common, Elven, Varisian

Other Companions
------------------

Traits	
Lessons of Faith	[Paizo Publishing - Inner Sea Gods]
You have a knack for avoiding trouble.	
Rich Parents	[Paizo Inc. - Second Darkness Player's Guide, p.14]
You were born into a rich family, perhaps even the nobility. Your starting cash increases to 900 gp.	

Special Qualities	
Bonus CMD	[Paizo Inc. - Advanced Race Guide]
Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.	
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.	
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.	

Feats	
Dodge	[Paizo Inc. - Core Rulebook, p.122]
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.	
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 -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. 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.

Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]
You are trained in using your agility in melee combat, as opposed to brute strength.	
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	

Proficiencies
Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Boarding), Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cat-O'-Nine-Tails, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hook Hand, Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, 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, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

# Sir Richard Grobaras

Human (Varisian)

RACE

19

AGE

Masculino

GENDER

VISION

Neutral Good

ALIGNMENT

Direita

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

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:  
Biography: