

Sir Richard Grobaras

Character Name

Fighter 2

CLASS

2 (1)

2000 / 5000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	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)	+5	= +3	+ +2	+ +0	+ +0	+ +0	
REFLEX (dexterity)	+5	= +0	+ +5	+ +0	+ +0	+ +0	
WILL (wisdom)	+0	= +0	+ +0	+ +0	+ +0	+ +0	

Conditional Save Modifiers:

+1 Will vs. fear

Conditional Combat Modifiers:

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

		TOTAL	BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus		+3	=	+2	+1	+0	+0	0	
RANGED attack bonus		+7	=	+2	+5	+0	+0	0	
CMB attack bonus		+3	=	+2	+1	+0			
GRAPPLE		TRIP		DISARM		SUNDER		BULL RUSH	OVERRUN
CMB	+3	+3	+3	+3	+3	+3	+3		
CMD	19	18	19	20	18	18			

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam
1H-P	+6	1d4+1	2W-P-(OH)	+0			1d4+1
1H-O	+2	1d4	2W-P-(OL)	+2			1d4+1
2H	+6	1d4+1	2W-OH	-2			1d4
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.	
TH	+7	+5	+3	+1		-1	
Dam	1d4+1	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.					

Davidson Lucas

Player Name

Human (Varisian) / Humanoid

RACE

19

Male

AGE

GENDER

HP

hit points

24

AC

armor class

20

INITIATIVE

modifier

+5

Encumbrance

Light

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

TOTALFLATTOUCHBASEARMORBONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

TOTAL SKILLPOINTS: 8		MAX RANKS: 2/2			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	3	=	5	+ 2 + -4
✓ Acrobatics (Jump)	DEX	2	=	5	+ 2 + -5
✓ Appraise	INT	1	=	1	
✓ Bluff	CHA	-1	=	-1	
✓ Climb	STR	0	=	1	+ -1
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	0	=	-1	+ 1
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	3	=	5	+ 2 + -4
✓ Fly	DEX	1	=	5	+ -4
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	-1	=	-1	
✓ Perception	WIS	2	=	0	+ 2
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.				
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		37 lbs.	559gp	

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 = 26 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 (2x)	[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.	
Bravery (Ex)	[Paizo Inc. - Core Rulebook, p.55]
You gain a +1 bonus to Will saves against fear effects.	
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	
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.	
Slashing Grace (Longsword)	[Paizo Publishing - Advanced Class Guide, p.000]
You can stab your enemies with your sword or another slashing weapon.	
Choose one kind of light or one-handed slashing weapon (such as the longsword). When wielding your chosen weapon one-handed, you can treat it as a one-handed piercing melee weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or a duelist's precise strike) and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The weapon must	

be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied

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.	
Weapon Focus (Longsword)	[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.	

Proficiencies
Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), 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, 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	
AGE	19
AGE	
GENDER	Male
VISION	
ALIGNMENT	Neutral Good
ALIGNMENT	
DOMINANT HAND	Right
DOMINANT HAND	
HEIGHT	0' 0"
HEIGHT	
WEIGHT	0 lbs.
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
REGION	
DEITY	None
Race Type	Humanoid
Race Sub Type	

Description:
Biography: