

Hector

Player: Alex Z.

Male Human Fighter 6 - CR 5

Lawful Neutral Humanoid (Human); Age: 21; Height: 6' 3";
Weight: 250lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	11	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+5	+2				
REFLEX (DEXTERITY)	+2 =	+2					
WILL (WISDOM)	+2 =	+2					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20 =	+10							

Touch AC 10 **Flat-Footed AC** 20

CM Bonus	+10 =	BAB	Strength	Size	Misc
		+6	+4	-	-

CM Defense	20 = 10	BAB	Strength	Dexterity	Size
		+6	+4	0	-

Total	HP	56	Damage / Current HP

Base Attack	+6	Initiative	+0
		Speed	30 / 20 ft

+1 Greatsword

Both Hands: **+13/+8, 2d6+10** Crit: 19-20/x2
2-Hand, S

+2 Bane (Fey) (Fey) Sword, Bastard, Bane (Fey)

Mainhand: **+9/+4, 1d10+7** Crit: 19-20/x2
Both Hands: **+9/+4, 1d10+9** 1-Hand, S

Gauntlet (from Armor)

Mainhand: **+10/+5, 1d3+4** Crit: 20/x2
Light, B

Longsword

Mainhand: **+12/+7, 1d8+5** Crit: 19-20/x2
Both Hands: **+12/+7, 1d8+7** 1-Hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (0)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+8	STR (4)	5	
Diplomacy	+2	CHA (0)	2	
Disguise	+0	CHA (0)	-	
Escape Artist	-4	DEX (0)	-	
Fly	-4	DEX (0)	-	
Handle Animal	+6	CHA (0)	3	
Heal	+0	WIS (0)	-	
Intimidate	+13	CHA (0)	6	
Knowledge (Planes)	+3	INT (1)	2	
Perception	+1	WIS (0)	1	
Ride	+4	DEX (0)	5	
Sense Motive	+0	WIS (0)	-	
Stealth	-4	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	+9	STR (4)	6	

Feats, Traits & Flaws

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Feats, Traits & Flaws

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Intimidating Prowess

Add STR to Intimidate.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shield of Swings

During a full-round attack with a 2-handed weapon, you may halve your damage to gain +4 AC and CMD until the beginning of your next turn.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Step Up

You may make a 5' step closer when your opponent makes a 5' step away from you.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Vital Strike

Standard action: x2 weapon damage dice.

Weapon Focus: Greatsword

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

Weapon Specialization: Greatsword

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

Masterwork Dagger

Mainhand: **+11/+6, 1d4+4**

Crit: 19-20/x2

Rng: 10'

Ranged: **+7/+2, 1d4+4**

Light, P/S

Masterwork Longbow, Composite (Str +4)

Ranged, Both Hands: **+7/+2, 1d8+4**

Crit: 20/x3

Rng: 110'

2-Hand, P

Unarmed Strike

Mainhand: **+10/+5, 1d3+4**

Crit: 20/x2

Light, B, Nonlethal

+1 Full Plate

+10

Max Dex: +2, Armor Check: -4

Spell Fail: 35%, Heavy, Slows

Chain Shirt

+4

Max Dex: +5, Armor Check: -1

Spell Fail: 20%, Light

Gear

Total Weight Carried: 118.36/350lbs, Medium Load (Light: 116lbs, Medium: 233lbs, Heavy: 350lbs)

+1 Full Plate 50 lbs

+1 Greatsword 8 lbs

+2 Bane (Fey) (Fey) Sword, Bastard 6 lbs

Arrows x20 0.15 lbs

Experience & Wealth

Experience Points: **23930/35000**

Current Cash: **53 PP, 72 GP, 43 SP**

Gear

Total Weight Carried: 118.36/350lbs, Medium Load

(Light: 116lbs, Medium: 233lbs, Heavy: 350lbs)

Backpack, Masterwork (5 @ 29.36 lbs) 4 lbs

Bedroll 5 lbs

Chain Shirt <In: Backpack, Masterwork (5 @ 25 lbs

Explorer's Outfit (Free) -

Longsword 4 lbs

Masterwork Dagger 1 lb

Masterwork Longbow, Composite (Str +4) 3 lbs

Money <In: Backpack, Masterwork (5 @ 29.36 3.36 lbs

Potion of Invisibility <In: Backpack, Masterwork (5 @ -

Potion of Remove Fear <In: Backpack, Masterwork (5 -

Spyglass <In: Backpack, Masterwork (5 @ 29.36 1 lb

Waterskin 4 lbs

Special Abilities

Armor Training 1 (Ex)

Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by

Bravery +2 (Ex)

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.

Hero Points (3)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Weapon Training: Blades, Heavy +1 (Ex)

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.

Tracked Resources

Arrows

Masterwork Dagger

Potion of Invisibility

Potion of Remove Fear

Languages

Abyssal

Common

Companions

Horse, heavy (combat trained), Male Horse, Heavy (Horse, Heavy +2, Advanced Creature - Animal +0) - CL2 - CR 2

STR **20** (+5), DEX **18** (+4), CON **21** (+5), INT **2** (-4), WIS **17** (+3), CHA **11** (0); Fortitude **+8**, Reflex **+7**, Will **+3**

HP: 19/19; Init: +4; Speed: 50 feet

Attack Bonus: -2; Armor Class: 18 / 12Tch / 15Fl

Acrobatics **+1**, Climb **+2**, Escape Artist **+1**, Fly **-1**, Perception **+8**, Ride **+1**, Stealth **-3**, Swim **+2**

Bite (Horse, Heavy) **+3, 1d4+5**, 20/x2

Hooves x2 (Horse, Heavy) **-2 x2, 1d6+2**, 20/x2

Unarmed Strike **+3, 1d4+5**, 20/x2

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

Background

Hellknight Ancestry

At least one of your parents was a Hellknight, and you see the orders as the embodiment of civic virtue.

Benefit: You gain a +2 trait bonus on Diplomacy checks to influence Hellknights and a +2 trait bonus on Intimidate checks to influence enemies of the Hellknights.

Sword Scion

You have lived all your life in and around the city of Restov, growing up on tales of Baron Sirian Aldori and the exploits of your home city's heroic and legendary swordlords. Perhaps one of your family members was an Aldori swordlord, you have a contact among their members, or you have dreamed since childhood of joining. Regardless, you idolize the heroes, styles, and philosophies of the Aldori and have sought to mimic their vaunted art. Before you can petition to join their ranks, however, you feel that you must test your mettle. Joining an expedition into the Stolen Lands seems like a perfect way to improve your skills and begin a legend comparable to that of Baron Aldori. You begin play with a longsword or Aldori dueling sword and gain a +1 trait bonus on all attacks and combat maneuvers made with such weapons.

date of Birth Abadius 24, 4691

1 crit banked

feybane weapon has 2 / 30 hp