



<b>+1 Greatsword</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
2H	+14/+9	2d6+8	2W-OH	N/A	N/A	
<b>Special Properties</b>		(+1 Greatsword)				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>+1 Greatsword (Thundering)</b> <small>+1d8 sonic damage on a critical hit and permanently deafened unless save vs Fort (DC 14)</small>	Equipped	1	8.0	8350.0	
Backpack	Equipped	1	2.0	2.0	
25 lbs., 20 Bolt, Crossbow, 1 +1 Greatsword, 2 Trade Gem (100), 1 Trade Gem (1000), 1 Orange Toadstool Potion, 1 Rope (Hemp/50 ft.), 1 Crowbar, 4 Potion of Bull's Strength					
Masterwork Full Plate	Equipped	1	50.0	1650.0	
Scarab, Golembane <small>Bypass DR of Golems</small>	Equipped	1	0.02	2500.0	
Crossbow, Heavy <small>0 lbs.</small>	Carried	1	8.0	50.0	
Dagger	Carried	1	1.0	2.0	
<b>+1 Greatsword</b> <small>(+1 Greatsword)</small>	Backpack	1	8.0	2350.0	
Bolt, Crossbow <small>□□□□□ □□□□□ □□□□□ □□□□□</small>	Backpack	20	0.1 (2.0)	0.1 (2.0)	
Crowbar <small>+2 circumstance bonus to Strength checks to force open a door or chest</small>	Backpack	1	5.0	2.0	
Orange Toadstool Potion <small>If DC 20 Fortitude save is made, +4 to Con for 2 hours, otherwise sickened and -2 Con for 2 hours</small>	Backpack	1	0.0	0.0	
Potion of Bull's Strength <small>+4 enhancement bonus to Strength for 3 minutes</small>	Backpack	4	0.0 (0.0)	300.0 (1200.0)	
Rope (Hemp/50 ft.) <small>□□□□</small>	Backpack	1	10.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			94.02 lbs.	16109.0 gp	

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

MONEY	
1 x Trade Gem (1000) (1000) [Backpack]	
2 x Trade Gem (100) (100) [Backpack]	
Total = 1200.0 gp	

LANGUAGES	
Common	

Traits	
<b>Armor Expert</b> [PFAPG, 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.
<b>Skeptic</b> [PFAPG, p.329]	Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors.

Special Qualities	
<b>Armor Training (Ex)</b> [PFCR, p.55]	You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2
<b>Bonus Feat</b> [PFCR, p.27]	Humans select one extra feat at 1st level.
<b>Bravery (Ex)</b> [PFCR, p.55]	You gain a +2 bonus to Will saves against fear effects.
<b>Skilled</b> [PFCR, p.27]	Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
<b>Weapon Training (Ex)</b> [PFCR, p.56]	Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks), Heavy Blades +1

Feats	
<b>Cleave</b> [PFCR, p.119]	You can strike two adjacent foes with a single swing.
<b>Great Cleave</b> [PFCR, p.124]	You can strike many adjacent foes with a single blow.
<b>Greater Bull Rush</b> [PFCR, p.125]	Your bull rush attacks throw enemies off balance.
<b>Improved Bull Rush</b> [PFCR, p.126]	You are skilled at pushing your foes around.
<b>Improved Initiative</b> [PFCR, p.127]	Your quick reflexes allow you to react quickly to danger.
<b>Power Attack</b> [PFCR, p.131]	You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.
<b>Quick Draw</b> [PFCR, p.131]	You can draw weapons faster than most.
<b>Rapid Reload (Crossbow (Heavy))</b> [PFCR, p.132]	You can reload your chosen type of crossbow quickly.
<b>Weapon Focus (Greatsword)</b> [PFCR, p.136]	You are especially good at using your chosen weapon.
<b>Armor Proficiency, Heavy</b> [PFCR, p.118]	You are skilled at wearing heavy armor.
<b>Armor Proficiency, Light</b> [PFCR, p.118]	You are skilled at wearing light armor.
<b>Armor Proficiency, Medium</b> [PFCR, p.118]	You are skilled at wearing medium armor.
<b>Martial Weapon Proficiency</b> [PFCR, p.130]	You understand how to use your martial weapons in combat.
<b>Shield Proficiency</b> [PFCR, p.133]	You are trained in how to properly use a shield.
<b>Simple Weapon Proficiency</b> [PFCR, p.133]	You are trained in the use of basic weapons.
<b>Tower Shield Proficiency</b> [PFCR, p.135]	You are trained in how to properly use a tower shield.

PROFICIENCIES	
Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Pilum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer	

TEMPLATES	
-----------	--

## Notes:

### Character Sheet Notes:

#### Hidden:

#Character Sheet Plugin Properties

#Sun Apr 29 20:11:03 CDT 2012

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=