

### Hugin

NAME  
Ftr5 13539  
CLASS EXPERIENCE  
5 15000  
Character Level NEXT LEVEL

### Randal Cox

PLAYERNAME  
Human Medium  
RACE SIZE  
21 Male  
AGE GENDER

### Shelyn

DEITY  
5' 4" 150 lbs.  
HEIGHT WEIGHT  
Blue Brown, Wild  
EYES HAIR

### Neutral Good

ALIGNMENT  
VISION  
0  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	19	+4	19	+4	19	+4
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	15	+2	15	+2	15	+2
<b>INT</b> Intelligence	11	+0	11	+0	11	+0
<b>WIS</b> Wisdom	11	+0	11	+0	11	+0
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

HP	AC	INITIATIVE	BASE ATTACK
53 hit points	21 armor class	+6 modifier	+5 bonus
WOUNDS/CURRENT HP			
SUBDUAL DAMAGE			
DAMAGE REDUCTION			
SPEED			
Walk 20 ft.			
TOTAL FLAT TOUCH = BASE + ARMOR BONUS + SHIELD BONUS + STAT + SIZE + NATURAL ARMOR + DEFLECTION + MISC			
MISS CHANCE			
ARCANE SPELL FAILURE			
ARMOR CHECK PENALTY			
SPELL RESIST			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers +1 Will vs. fear
<b>FORTITUDE</b> (constitution)	+6	+4	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3	+1	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+1	+1	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+9	+5	+4	+0	+0	+0	
<b>RANGED</b> attack bonus	+7	+5	+2	+0	+0	+0	
<b>CMB</b> attack bonus	+9	+5	+4	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
<b>Offense</b>	+9	+9	+9	+9	+9	+9
<b>Defense</b>	21	21	21	21	21	21

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d3+4	20/x2	5 ft.

*+1 Greatsword				
HAND	TYPE	SIZE	CRITICAL	REACH
Both	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam	
2H +12	2d6+8	N/A	N/A	

Crossbow, Heavy				
HAND	TYPE	SIZE	CRITICAL	REACH
Carried	P	M	19-20/x2	5 ft.
30 ft.	120 ft.	240 ft.	360 ft.	480 ft.
TH +7	+7	+5	+3	+1
Dam 1d10	1d10	1d10	1d10	1d10

Dagger				
HAND	TYPE	SIZE	CRITICAL	REACH
Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam	
1H-P +9	1d4+4	2W-P-(OH) +3	1d4+4	
1H-O +5	1d4+2	2W-P-(OL) +5	1d4+4	
2H +9	1d4+4	2W-OH +1	1d4+2	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH +7	+5	+3	+1	-1
Dam 1d4+4	1d4+4	1d4+4	1d4+4	1d4+4

\*: 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 Full Plate	Heavy	+9	+1	-5	35

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
✓ Acrobatics	DEX	0	= 2	+ 1.0	+ -3	
✓ Acrobatics (Jump)	DEX	-4	= 2	+ 1.0	+ -7	
✓ Appraise	INT	0	= 0	+ +		
✓ Bluff	CHA	0	= 0	+ +		
✓ Climb	STR	6	= 4	+ 2.0	+ +	
✓ Craft (Untrained)	INT	0	= 0	+ +		
✓ Diplomacy	CHA	0	= 0	+ +		
✓ Disguise	CHA	0	= 0	+ +		
✓ Escape Artist	DEX	-1	= 2	+ + -3		
✓ Fly	DEX	-1	= 2	+ + -3		
✓ Handle Animal	CHA	4	= 0	+ 1.0	+ 3	
✓ Heal	WIS	0	= 0	+ +		
✓ Intimidate	CHA	4	= 0	+ 1.0	+ 3	
✓ Knowledge (Dungeoneering)	INT	5	= 0	+ 2.0	+ 3	
✓ Perception	WIS	4	= 0	+ 4.0		
✓ Perform (Untrained)	CHA	0	= 0	+ +		
✓ Ride	DEX	3	= 2	+ 1.0	+ +	
✓ Sense Motive	WIS	0	= 0	+ +		
✓ Stealth	DEX	-1	= 2	+ + -3		
✓ Survival	WIS	5	= 0	+ 2.0	+ 3	
✓ Swim	STR	5	= 4	+ 1.0	+ +	
			= +	+ +		
			= +	+ +		

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>+1 Greatsword</b> (+1 Greatsword)	Equipped	1	8.0	2350.0	
<b>Backpack</b> 17.12 lbs., 20 Bolt, Crossbow, 1 Rope (Hemp/50 ft.), 5 Coin (Copper Piece), 1 Coin (Silver Piece), 1 Crowbar, 4 Potion of Bull's Strength	Equipped	1	2.0	2.0	
<b>Masterwork Full Plate</b>	Equipped	1	50.0	1650.0	
<b>Scarab, Golembane</b> Bypass DR of Golems	Equipped	1	0.02	2500.0	
<b>Crossbow, Heavy</b> 0 lbs.	Carried	1	8.0	50.0	
<b>Dagger</b>	Carried	1	1.0	2.0	
<b>Bolt, Crossbow</b> □□□□□ □□□□□ □□□□□ □□□□□	Backpack	20	0.1	0.1 (2.0)	(2.0)
<b>Crowbar</b> +2 circumstance bonus to Strength checks to force open a door or chest	Backpack	1	5.0	2.0	
<b>Potion of Bull's Strength</b> +4 enhancement bonus to Strength for 3 minutes □□□□	Backpack	4	0.0	0.0	300.0 (1200.0)
<b>Rope (Hemp/50 ft.)</b>	Backpack	1	10.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			86.14 lbs.	7759.0 gp	

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

MONEY	
Coin (Silver Piece): 1	[Backpack]
Coin (Copper Piece): 5	[Backpack]
Total = 0.15 gp	

Traits	
<b>Armor Expert</b>	[PFCT, p.3]
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>	[PFCT, p.5]
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 1 and increase the maximum Dexterity bonus allowed by your armor by +1	
<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 +1 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]
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.	
<b>Cleave</b>	[PFCR, p.119]
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.	
<b>Improved Initiative</b>	[PFCR, p.127]
You get a +4 bonus on initiative checks.	
<b>Power Attack</b>	[PFCR, p.131]
You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 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.	
<b>Quick Draw</b>	[PFCR, p.131]
You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.	
<b>Rapid Reload (Crossbow (Heavy))</b>	[PFCR, p.132]
The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.	
<b>Weapon Focus (Greatsword)</b>	[PFCR, p.136]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Armor Proficiency, Heavy</b>	[PFCR, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Armor Proficiency, Light</b>	[PFCR, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Armor Proficiency, Medium</b>	[PFCR, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Martial Weapon Proficiency Output</b>	[PFCR, p.130]
You make attack rolls with all your martial weapons normally (without the non-proficient penalty).	
<b>Shield Proficiency</b>	[PFCR, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
<b>Simple Weapon Proficiency</b>	[PFCR, p.133]
You make attack rolls with simple weapons without penalty.	
<b>Tower Shield Proficiency</b>	[PFCR, p.135]
When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.	

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

LANGUAGES
Common

TEMPLATES

## Notes:

### Character Sheet Notes:

#### Hidden:

#Character Sheet Plugin Properties

#Sun Oct 02 16:45:28 CDT 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=