

Gath Finherum

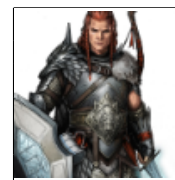
Character Name
Fighter (Martial Master) 3
CLASS
3 (2)
Character Level (CR)

J.T.

Player Name
Human / Humanoid
RACE
19
AGE
Male
GENDER

Tanagaar

Deity
Medium / 5 ft.
SIZE / FACE
None
5' 9" / 175 lbs.
HEIGHT / WEIGHT
Lawful Good
Alignment
Normal
VISION
20
Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED					
STR Strength	17	+3	17	+3			VP Vitality	22				WP Wound Points	15				6/Armor				Walk 30 ft.			
DEX Dexterity	16	+3	16	+3			DEF defense	16	10	14	= 10	0	2	3	0	0	0	1	0	0	0	0	0	
CON Constitution	12	+1	12	+1			INITIATIVE modifier				+3	= +3	+ +0											
INT Intelligence	13	+1	13	+1			Encumbrance				Light													
WIS Wisdom	10	+0	10	+0																				
CHA Charisma	8	-1	8	-1																				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	= +3	+ +1	+ +0	+ +1	+ +0	
REFLEX (dexterity)	+4	= +1	+ +3	+ +0	+ +0	+ +0	
WILL (wisdom)	+2	= +1	+ +0	+ +0	+ +1	+ +0	

Conditional Save Modifiers:

+1 Will vs. fear

Conditional Combat Modifiers:

Critical Defense: Make a Critical Defense Check Bonus at +12 to avoid critical hits.
Critical Confirm DC: Add +1 to your raw dice roll to give DC to confirm critical threats.
Psychology DC: 13

	TOTAL	=	BASE ATTACK BONUS	+ STAT	+ SIZE	+ MISC	+ EPIC	+ TEMP
MELEE attack bonus	+6	=	+3	+ +3	+ +0	+ +0	+ 0	
RANGED attack bonus	+6	=	+3	+ +3	+ +0	+ +0	+ 0	
CMB attack bonus	+6	=	+3	+ +3	+ +0	+	+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+6	+6	+6	+6	+6	+6
CMD	21	21	21	21	21	21

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6	1d3+3	20/x2	5 ft.

*Gauntlet, Spiked	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d4+3				

*Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d8+3				

*Masterwork Shield, Heavy Steel	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d4+3				

Special Properties: Coiled pig on the front

*: 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 Breastplate	Medium	+6	+3	-3	25
Vineyard vines and grapes					
*Masterwork Shield, Heavy Steel	Heavy	+2		-1	15
Coiled pig on the front					

TOTAL SKILLPOINTS: 9			SKILLS		MAX RANKS: 3/3		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	0	=	3	+ -3	
✓	Appraise	INT	1	=	1		
✓	Artistry	INT	1	=	1		
✓	Bluff	CHA	-1	=	-1		
✓	Climb	STR	0	=	3	+ -3	
✓	Craft (Untrained)	INT	1	=	1		
✓	Diplomacy	CHA	-1	=	-1		
✓	Disguise	CHA	-1	=	-1		
✓	Escape Artist	DEX	0	=	3	+ -3	
✓	Fly	DEX	0	=	3	+ -3	
	Handle Animal	CHA	3	=	-1 + 1 + 3		
✓	Heal	WIS	0	=	0		
✓	Intimidate	CHA	9	=	-1 + 1 + 9		
	Knowledge (Geography)	INT	2	=	1 + 1		
	Knowledge (History)	INT	2	=	1 + 1		
	Linguistics(Elven)	INT	2	=	1 + 1		
	Lore (Famous battles in a region)	INT	5	=	1 + 1 + 3		
	Lore (Military commanders)	INT	5	=	1 + 1 + 3		
✓	Perception	WIS	3	=	0 + 3		
✓	Perform (Untrained)	CHA	-1	=	-1		
✓	Ride	DEX	4	=	3 + 1		
✓	Sense Motive	WIS	0	=	0		
✓	Stealth	DEX	3	=	3 + 3 + -3		
✓	Survival	WIS	5	=	0 + 1 + 4		
✓	Swim	STR	0	=	3 + -3		
				=	+ +		
				=	+ +		

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

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Tanglefoot Bag				HAND	TYPE	SIZE	CRITICAL	REACH
	10 ft.	20 ft.	30 ft.	Equipped		M	none/x0	5 ft.
TH	+6	+4	+2			+0		-2
Dam								
Special Properties: An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move								

Thunderstone				HAND	TYPE	SIZE	CRITICAL	REACH
	30 ft.	40 ft.	60 ft.	Equipped	So	M	none/x0	5 ft.
Range: 30 ft.		To Hit: +6		Damage:				
	30 ft.	40 ft.	60 ft.			80 ft.		100 ft.
TH	+4	+4	+2			+0		-2
Dam								
Special Properties: Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.								

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
	10 ft.	20 ft.	30 ft.	Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+6				1d4+3				
	10 ft.	20 ft.	30 ft.			40 ft.		50 ft.
TH	+6	+4	+2			+0		-2
Dam	1d4+3	1d4+3	1d4+3			1d4+3		1d4+3

Sword, Short				HAND	TYPE	SIZE	CRITICAL	REACH
	10 ft.	20 ft.	30 ft.	Carried	P	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+6				1d6+3				

Composite Longbow STR (+2)				HAND	TYPE	SIZE	CRITICAL	REACH
	110 ft.	220 ft.	330 ft.	Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +6		Damage: 1d8+2				
	110 ft.	220 ft.	330 ft.			440 ft.		550 ft.
TH	+6	+4	+2			+0		-2
Dam	1d8+2	1d8+2	1d8+2			1d8+2		1d8+2
	660 ft.	770 ft.	880 ft.			990 ft.		1100 ft.
TH	-4	-6	-8			-10		-12
Dam	1d8+2	1d8+2	1d8+2			1d8+2		1d8+2
Special Properties: (Composite Longbow STR (+2)), Strength bonus to damage								

Sling				HAND	TYPE	SIZE	CRITICAL	REACH
	50 ft.	100 ft.	150 ft.	Not Carried	B	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +6		Damage: 1d4+3				
	50 ft.	100 ft.	150 ft.			200 ft.		250 ft.
TH	+6	+4	+2			+0		-2
Dam	1d4+3	1d4+3	1d4+3			1d4+3		1d4+3
	300 ft.	350 ft.	400 ft.			450 ft.		500 ft.
TH	-4	-6	-8			-10		-12
Dam	1d4+3	1d4+3	1d4+3			1d4+3		1d4+3

Crossbow, Heavy				HAND	TYPE	SIZE	CRITICAL	REACH
	120 ft.	240 ft.	360 ft.	Not Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +6		Damage: 1d10				
	120 ft.	240 ft.	360 ft.			480 ft.		600 ft.
TH	+6	+4	+2			+0		-2
Dam	1d10	1d10	1d10			1d10		1d10
	720 ft.	840 ft.	960 ft.			1080 ft.		1200 ft.
TH	-4	-6	-8			-10		-12
Dam	1d10	1d10	1d10			1d10		1d10

Kathor's Greatsword +2				HAND	TYPE	SIZE	CRITICAL	REACH
	10 ft.	20 ft.	30 ft.	Not Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+8				2d6+6				
Special Properties: (Greatsword +2)								

Morningstar				HAND	TYPE	SIZE	CRITICAL	REACH
	10 ft.	20 ft.	30 ft.	Not Carried	BP	M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+6				1d8+3				

Sap				HAND	TYPE	SIZE	CRITICAL	REACH
	10 ft.	20 ft.	30 ft.	Not Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+6				1d6+3				
Special Properties: Deals nonlethal damage (pg. 145)								

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Gauntlet, Spiked	Equipped	1	0 / 5	
Longsword	Equipped	1	4 / 15	
Outfit (Explorer's)	Equipped	1	8 / 0	
Masterwork Breastplate	Equipped	1	30 / 350	
TOTAL WEIGHT CARRIED/VALUE		99.3 lbs.	10,056.1gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Vineyard vines and grapes				
Masterwork Shield, Heavy Steel	Equipped	1	15 / 170	
Coiled pig on the front				
Arrow	Equipped	20	0.1 (3) / 0.1 (1)	
Backpack, Masterwork	Equipped	1	4 / 50	
26.5 lbs., 1 Flint and Steel, 1 Belt Pouch, 6 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 2 Sack, 4 Torch, 1 Waterskin, 1 Waterskin (Filled), 1 Gilt Signal Horn, 1 Tanglefoot Bag, 1 Oil of Magic Weapon, 1 Potion of Cure Moderate Wounds				
Flint and Steel	Backpack, Masterwork	1	0 / 1	
Rations (Trail/Per Day)	Backpack, Masterwork	6	1 (6) / 0.5 (3)	
Rations (Trail/Per Day)	Saddlebags	5	1 (5) / 0.5 (2.5)	
Belt Pouch	Backpack, Masterwork	1	0.5 / 1	
Belt Pouch	Equipped	1	0.5 / 1	
1 lbs., 1 Potion (Stand the Heat/Wizard/1st), 1 Thunderstone				
Belt Pouch	Equipped	1	0.5 / 1	
0.3 lbs., 1 Coin (Platinum Piece), 2 Coin (Gold Piece), 4 Coin (Silver Piece), 8 Coin (Copper Piece)				
Belt Pouch	Equipped	1	0.5 / 1	
0 lbs., 1 Vial, 1 Candle				
Belt Pouch	Saddlebags	1	0.5 / 1	
5 lbs., 1 Bullets, Sling (10), 1 Sling				
Sack	Backpack, Masterwork	2	0.5 (1) / 0.1 (0.2)	
Torch	Backpack, Masterwork	4	1 (4) / 0 (0)	
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Rope (Silk/50 ft.)	Backpack, Masterwork	1	5 / 10	
4 hp, DC 24 Strength check to burst				
Waterskin	Backpack, Masterwork	1	0 / 1	
Waterskin	Saddlebags	2	0 (0) / 1 (2)	
Waterskin (Filled)	Backpack, Masterwork	1	4 / 1	
Gilt Signal Horn	Backpack, Masterwork	1	2 / 13	
(Signal Horn)				
Tanglefoot Bag	Backpack, Masterwork	1	4 / 50	
An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move				
Oil of Magic Weapon	Backpack, Masterwork	1	0 / 50	
Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minute.				
Potion of Cure Moderate Wounds	Backpack, Masterwork	1	0 / 300	
Cures 2d8+3 points of damage				
Vial	Belt Pouch	1	0 / 1	
Candle	Belt Pouch	1	0 / 0	
Increases light level (5) for 1 hr.Duration: 1 hr., Increases light level by one step: 5 ft.				
Potion (Stand the Heat/Wizard/1st)	Belt Pouch	1	0 / 50	
Thunderstone	Belt Pouch	1	1 / 30	
Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.				
Tindertwig	Equipped	4	0 (0) / 1 (4)	
Dagger	Carried	1	1 / 2	
Sword, Short	Carried	1	2 / 10	
Composite Longbow STR (+2)	Carried	1	3 / 300	
(Composite Longbow STR (+2)), Strength bonus to damage				
Horse (Light/Combat Trained)		1	1,200 / 110	
176.3 lbs., 1 Bit and Bridle, 1 Saddle (Military), 1 Saddlebags, 28 Bolt, Crossbow, 1 Crossbow, Heavy, 1 Kathor's Greatsword +2, 1 Morningstar, 1 Sap				
Bit and Bridle	Horse (Light/Combat Trained)	1	1 / 2	
Saddle (Military)	Horse (Light/Combat Trained)	1	30 / 20	
+2 circumstance bonus on Ride checks related to staying in the saddle				
Saddlebags	Horse (Light/Combat Trained)	1	8 / 4	
110.5 lbs., 1 Climber's Kit, 9 Feed (Per Day), 5 Rations (Trail/Per Day), 2 Waterskin, 1 Uniform (Soldier's), 1 Belt Pouch				
Climber's Kit	Saddlebags	1	5 / 80	
Feed (Per Day)	Saddlebags	9	10 (90) / 0.1 (0.5)	
Uniform (Soldier's)	Saddlebags	1	5 / 1	
Gate Pass				
Bullets, Sling (10)	Belt Pouch	1	5 / 0.1	
TOTAL WEIGHT CARRIED/VALUE	99.3 lbs.	10,056.1gp		

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Sling	Belt Pouch	1	0 / 0
Bolt, Crossbow	Horse (Light/ Combat Trained)	28	0.1 (2.8) / 0.1 (2.8)
Crossbow, Heavy	Horse (Light/ Combat Trained)	1	8 / 50
Kathor's Greatsword +2	Horse (Light/ Combat Trained)	1	8 / 8,350
(Greatsword +2)			
Morningstar	Horse (Light/ Combat Trained)	1	6 / 8
Sap	Horse (Light/ Combat Trained)	1	2 / 1
Deals nonlethal damage (pg. 145)			
TOTAL WEIGHT CARRIED/VALUE		99.3 lbs.	10,056.1gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Lift over head	300	Lift off ground	600
		Heavy	300
		Push / Drag	1500

MONEY	
Coin (Platinum Piece): 1[Belt Pouch]	
Coin (Gold Piece): 2[Belt Pouch]	
Coin (Silver Piece): 4[Belt Pouch]	
Coin (Copper Piece): 8[Belt Pouch]	
Total= 12.5 gp [Unspent Funds = 5.17 gp]	

MAGIC	
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Languages	
Common, Elven, Orc	

Other Companions	
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Archetypes	
Martial Master	[Paizo Inc. - Advanced Class Guide, p.93]
There are those who learn the fighting arts though countless hours of repetition and training, while others seem to pick up new stances and forms as if they were born to them.	

Traits	
Civic Minded	[Burning Sky]
You are involved in the politics of Gate Pass, and know your way around the city's laws and government. You gain Diplomacy as a bonus class skill. Additionally, whenever an ally within 30 ft. of you uses the aid another ability, the bonus he provides increases by +1. Normally this will improve the bonus from +2 to +3. Multiple characters with this feat do not improve the bonus further, though other special abilities can.	
Indomitable Faith	[Paizo Publishing - Ultimate Campaign]
You were born in a region where your faith was not popular, but you still have never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive. You gain a +1 trait bonus on Will saves.	
Resilient	[Paizo Inc. - Advanced Player's Guide, p.328]
Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You gain a +1 trait bonus on Fortitude saves.	

Special Qualities	
Armor Training (Ex)	[Paizo Inc. - Core Rulebook, 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	
Bonus CMD (3x)	[Paizo Inc. - Advanced Race Guide]
Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.	
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.	
Focused Study (Ex)	[Paizo Inc. - Advanced Race Guide, p.225]
At 1st, 8th, and 16th level, gain skill focus in a skill of your choice.	
Heart of the Wilderness	[Paizo Inc. - Advanced Player's Guide, p.23]
Humans raised in the wild learn the hard way that only the strong survive. They gain a bonus equal to half their character level on Survival checks. They also gain a +5 bonus on Constitution checks to stabilize when dying and add half their character level to their Constitution score when determining the negative hit point total necessary to kill them. This racial trait replaces the skilled racial trait.	
+1 Skill Bonus (Lore (Famous battles in a region), Lore (Famous battles in a region), Lore (Famous battles in a region), Lore (Military commanders), Lore (Military commanders), Lore (Military commanders))	[Paizo Inc. - Core Rulebook]
GM awarded PC with +1 skill bonus.	

Feats	
Diehard (Vigor/Wounds)	[Paizo Inc. - Ultimate Combat, p.207]
You keep on going, even when your wound points are lower than your wound threshold. When your current wound point total is below your wound threshold, you do not need to succeed at the DC 10 Constitution check to stay conscious.	
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.	
Intimidating Prowess	[Paizo Inc. - Core Rulebook, p.128]
Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.	
Toughness (Vigor/Wounds)	[Paizo Inc. - Ultimate Combat, p.207]
You have enhanced physical stamina. You gain 1 wound point for every level or Hit Die your character has.	
Skill Focus (Intimidate) (Granted)	[Paizo Inc. - Core Rulebook, p.134]
You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	

Proficiencies	
Aldori Dueling Sword, Amentum, 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, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, 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, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart	

Gath Finherum

Human

RACE

19

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

5' 9"

HEIGHT

175 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Tanagaar

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

