

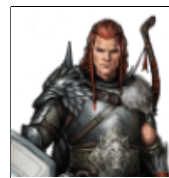
Character Name	
<b>Fighter (Martial Master) 4</b>	
CLASS	
<b>4 (3)</b>	<b>6834 / 10000</b>
Character Level (CR)	EXP/NEXT LEVEL

Player Name	
Human / Humanoid	
RACE	
19	Male
AGE	GENDER

Deity  
Medium / 5 ft.  
SIZE / FACE  
EYES

Region  
5' 9" / 175 lbs.  
HEIGHT / WEIGHT  
HAIR

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																				
<b>STR</b> Strength	18	+4	18	+4			<b>VP</b> Vitality	27					<b>WP</b> Wound Points	16								Walk 30 ft.																	
<b>DEX</b> Dexterity	16	+3	16	+3			<b>AC</b> armor class	22	18	14	=	10	+	6	+	2	+	3	+	0	+	0	+	1	+	0	+	0	+	0	+	0	MISC						
								TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane			
<b>CON</b> Constitution	12	+1	12	+1			<b>INITIATIVE</b> modifier				+3	=	+3	+	+0			40	-3	0																			
								TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST											
<b>INT</b> Intelligence	13	+1	13	+1																																			
<b>WIS</b> Wisdom	10	+0	10	+0																																			
<b>CHA</b> Charisma	8	-1	8	-1																																			
								<b>Encumbrance</b>				<b>Light</b>				<b>TOTAL SKILLPOINTS: 12</b>										<b>SKILLS</b>				<b>MAX RANKS: 4</b>									
												<b>SKILL NAME</b>										<b>KEY ABILITY</b>		<b>SKILL MODIFIER</b>		<b>ABILITY MODIFIER</b>		<b>RANKS</b>		<b>MISC MODIFIER</b>									
												✓ Acrobatics										<b>DEX</b>		0		=		3		+		-							

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

	<b>Conditional Save Modifiers:</b>
+1 Will vs. fear	
	<b>Conditional Combat Modifiers:</b>
Psychology DC: 14	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+8	=	+4	+4	+0	+0	0	
<b>RANGED</b> attack bonus	+7	=	+4	+3	+0	+0	0	
<b>CMB</b> attack bonus	+8	=	+4	+4	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRU
<b>CMB</b>	+8	+8	+8	+8	+8	+8
<b>CMD</b>	23	23	24	24	23	23

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+8	1d3+4	20/x2	5 ft.

*Masterwork Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+9	1d8+4	2W-P-(OH)	+3				1d8+4
1H-O	+5	1d8+2	2W-P-(OL)	+5				1d8+4
2H	+9	1d8+6	2W-OH	-1				1d8+2

<div> <div>*Masterwork Gauntlet, Spiked</div> <div>(Cold Iron)</div> </div>				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	P	M	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		

<b>*Masterwork Shield, Heavy Steel</b>	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+8		1d4+4			
<b>Special Properties:</b> Coiled pig on the front					

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

TOTAL SKILLPOINTS: 12		SKILLS		MAX RANKS: 4		
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	5	= 4 + 1		
	Craft (Armor)	INT	5	= 1 + 1 + 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	11	= -1 + 2 + 10		
	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 (Inquisition Leaders)	INT	2	= 1 + 1		
	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	6	= 0 + 1 + 5		
✓	Swim	STR	5	= 4 + 1		
				= + +		
				= + +		

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

Tanglefoot Bag				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped		M	none/x0	5 ft.
	10 ft.	20 ft.		30 ft.		40 ft.		50 ft.
TH	+7	+5		+3		+1		-1
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
				Equipped	So	M	none/x0	5 ft.
Range: 20 ft.		To Hit: +7			Damage:			
	30 ft.	40 ft.		60 ft.		80 ft.		100 ft.
TH	+5	+5		+3		+1		-1
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
				Carried	PS	M	19-20/x2	5 ft.
	To Hit		Dam		To Hit		Dam	
1H-P	+8		1d4+4	2W-P-(OH)	+2		1d4+4	
1H-O	+4		1d4+2	2W-P-(OL)	+4		1d4+4	
2H	+8		1d4+4	2W-OH	+0		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

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

Sword, Short (Alchemical Silver)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	19-20/x2	5 ft.
	To Hit		Dam		To Hit		Dam	
1H-P	+8		1d6+4	2W-P-(OH)	+2		1d6+4	
1H-O	+4		1d6+2	2W-P-(OL)	+4		1d6+4	
2H	+8		1d6+4	2W-OH	+0		1d6+2	

Sling				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	B	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +7			Damage: 1d4+4			
	50 ft.	100 ft.		150 ft.		200 ft.		250 ft.
TH	+7	+5		+3		+1		-1
Dam	1d4+4	1d4+4		1d4+4		1d4+4		1d4+4
	300 ft.	350 ft.		400 ft.		450 ft.		500 ft.
TH	-3	-5		-7		-9		-11
Dam	1d4+4	1d4+4		1d4+4		1d4+4		1d4+4

Gauntlet, Spiked				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	P	M	20/x2	5 ft.
	To Hit		Dam		To Hit		Dam	
1H-P	+8		1d4+4	2W-P-(OH)	+2		1d4+4	
1H-O	+4		1d4+2	2W-P-(OL)	+4		1d4+4	
2H	+8		1d4+4	2W-OH	+0		1d4+2	

Crossbow, Heavy				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +7			Damage: 1d10			
	120 ft.	240 ft.		360 ft.		480 ft.		600 ft.
TH	+7	+5		+3		+1		-1
Dam	1d10	1d10		1d10		1d10		1d10
	720 ft.	840 ft.		960 ft.		1080 ft.		1200 ft.
TH	-3	-5		-7		-9		-11
Dam	1d10	1d10		1d10		1d10		1d10

Morningstar				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	BP	M	20/x2	5 ft.
	To Hit		Dam		To Hit		Dam	
1H-P	+8		1d8+4	2W-P-(OH)	+2		1d8+4	
1H-O	+4		1d8+2	2W-P-(OL)	+4		1d8+4	
2H	+8		1d8+6	2W-OH	-2		1d8+2	

Sap				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	B	M	20/x2	5 ft.
	To Hit		Dam		To Hit		Dam	
1H-P	+8		1d6+4	2W-P-(OH)	+2		1d6+4	
1H-O	+4		1d6+2	2W-P-(OL)	+4		1d6+4	
2H	+8		1d6+4	2W-OH	+0		1d6+2	
Special Properties: Deals nonlethal damage (pg. 145)								

Kathor's Greatsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Not Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+9				2d6+6				
Special Properties: (Masterwork Greatsword)								

Longsword			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam		
1H-P	+8	1d8+4	2W-P-(OH)		+2		
1H-O	+4	1d8+2	2W-P-(OL)		+4		
2H	+8	1d8+6	2W-OH		-2		

Composite Longbow STR (+2)			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +7		Damage: 1d8+2			
	110 ft.		220 ft.		330 ft.		440 ft.
TH	+7	+5	+3		+1		-1
Dam	1d8+2	1d8+2	1d8+2		1d8+2		1d8+2
	660 ft.		770 ft.		880 ft.		990 ft.
TH	-3	-5	-7		-9		-11
Dam	1d8+2	1d8+2	1d8+2		1d8+2		1d8+2
Special Properties: (Composite Longbow STR (+2)), Strength bonus to damage							

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Masterwork Longsword	Equipped	1	4 / 315
Masterwork Gauntlet, Spiked (Cold Iron)	Equipped	1	0 / 305
Outfit (Explorer's)	Equipped	1	8 / 0
Masterwork Breastplate	Equipped	1	30 / 350
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 Black Horse Armband, 1 Diplomatic Passport - Kathor, 1 Flint and Steel, 1 Gilt Signal Horn, 1 Oil of Magic Weapon, 1 Potion of Cure Moderate Wounds, 1 Belt Pouch, 6 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 2 Sack, 1 Tanglefoot Bag, 4 Torch, 1 Waterskin, 1 Waterskin (Filled)			
Black Horse Armband	Backpack, Masterwork	1	0 / 1
Diplomatic Passport - Kathor	Backpack, Masterwork	1	0 / 0.4
(Paper (Sheet))			
Flint and Steel	Backpack, Masterwork	1	0 / 1
Belt Pouch	Backpack, Masterwork	1	0.5 / 1
Belt Pouch	Equipped	1	0.5 / 1
0 lbs., 1 Vial, 1 Candle			
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
1 lbs., 1 Potion (Stand the Heat/Wizard/1st), 1 Thunderstone, 1 Feather Token, Bird, 1 Feather Token, Swan Boat			
Belt Pouch	Saddlebags	1	0.5 / 1
5 lbs., 1 Bullets, Sling (10), 1 Sling			
Gilt Signal Horn	Backpack, Masterwork	1	2 / 13
(Signal Horn)			
Oil of Magic Weapon	Backpack, Masterwork	1	0 / 50
Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minute.			
Rope (Silk/50 ft.)	Backpack, Masterwork	1	5 / 10
4 hp, DC 24 Strength check to burst			
Potion of Cure Moderate Wounds	Backpack, Masterwork	1	0 / 300
Cures 2d8+3 points of damage			
Rations (Trail/Per Day)	Backpack, Masterwork	6	1 (6) / 0.5 (3)
▯▯▯▯▯ ▯			
Rations (Trail/Per Day)	Saddlebags	5	1 (5) / 0.5 (2.5)
▯▯▯▯▯			
Sack	Backpack, Masterwork	2	0.5 (1) / 0.1 (0.2)
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			
Torch	Backpack, Masterwork	4	1 (4) / 0 (0)
▯▯▯▯			
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Waterskin	Backpack, Masterwork	1	0 / 1
Waterskin	Saddlebags	2	0 (0) / 1 (2)
Waterskin (Filled)	Backpack, Masterwork	1	4 / 1
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)
TOTAL WEIGHT CARRIED/VALUE		99.3 lbs.	3,927.5gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
■■■■■				
Dagger	Carried	1	1 / 2	
Masterwork Composite Longbow STR (+1)	Carried	1	3 / 500	
Strength bonus to damage				
Sword, Short (Alchemical Silver)	Carried	1	2 / 10	
Horse (Light/Combat Trained)		1	1,200 / 110	
184.3 lbs., 1 Bit and Bridle, 28 Bolt, Crossbow, 1 Composite Longbow STR (+2), 1 Crossbow, Heavy, 1 Kathor's Greatsword, 1 Longsword, 1 Morningstar, 1 Saddle (Military), 1 Saddlebags, 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	
111.5 lbs., 1 Climber's Kit, 9 Feed (Per Day), 5 Rations (Trail/Per Day), 2 Waterskin, 1 Uniform (Soldier's), 1 Belt Pouch, 1 Gauntlet, Spiked				
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	
Sling	Belt Pouch	1	0 / 0	
Gauntlet, Spiked	Saddlebags	1	0 / 5	
Bolt, Crossbow	Horse (Light/ Combat Trained)	28	0.1 (2.8) / 0.1 (2.8)	
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WEIGHT ALLOWANCE					
Light 116		Medium 233		Heavy 350	
Lift over head 350		Lift off ground 700		Push / Drag 1750	

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	
<b>Martial Master</b>	[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	
<b>Civic Minded</b>	[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.	
<b>Indomitable Faith</b>	[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.	

<b>Resilient</b>	[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	
<b>Armor Training (Ex)</b>	[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	
<b>Bonus CMD (4x)</b>	[Paizo Inc. - Advanced Race Guide]
Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.	
<b>Bonus Feats</b>	[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.	
<b>Bravery (Ex)</b>	[Paizo Inc. - Core Rulebook, p.55]
You gain a +1 bonus to Will saves against fear effects.	
<b>Focused Study (Ex)</b>	[Paizo Inc. - Advanced Race Guide, p.225]
At 1st, 8th, and 16th level, gain skill focus in a skill of your choice.	
<b>Heart of the Wilderness</b>	[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.	
<b>+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))</b>	[Paizo Inc. - Core Rulebook]
GM awarded PC with +1 skill bonus.	

Feats	
<b>Combat Expertise</b>	[Paizo Inc. - Core Rulebook, p.119]
You can increase your defense at the expense of your accuracy.	
You can choose to take a -2 penalty on melee attack rolls and combat maneuver checks to gain a +2 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.	
<b>Diehard (Vigor/Wounds)</b>	[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.	
<b>Dodge</b>	[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.	
<b>Intimidating Prowess</b>	[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.	
<b>Toughness (Vigor/Wounds)</b>	[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.	
<b>Skill Focus (Intimidate) (Granted)</b>	[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:**

