

Gath Finherum

J.T.

Tanaagar

None

Lawful Good

Character Name

Player Name

Deity

Region

Alignment

Fighter (Martial Master) 4

Human / Humanoid

Medium / 5 ft.

5' 9" / 175 lbs.

Normal

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

4 (3)

6834 / 10000

19

Male

EYES

HAIR

20

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP Vitality	27	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP Wound Points	16	DAMAGE REDUCTION	SPEED										
STR Strength	18	+4	18	+4										Walk 30 ft.										
DEX Dexterity	16	+3	16	+3			AC armor class	22	18	14	10	6	2	3	0	0	0	1	0	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			TOTAL SKILLPOINTS: 12																	
CHA Charisma	8	-1	8	-1			SKILLS																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6	+4	+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:
Psychology DC: 14

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

CMB	GRAPPLE	TRIP	DISARM	SUNDER	RUSH	OVERRRUN
	+8	+8	+8	+8	+8	+8
CMD	23	23	24	24	23	23

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+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

*Masterwork Gauntlet, Spiked (Cold Iron)					
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

*Masterwork Shield, Heavy Steel					
HAND	TYPE	SIZE	CRITICAL	REACH	
Equipped		M	20/x2	5 ft.	
TOTAL ATTACK BONUS	DAMAGE				
+8	1d4+4				
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					

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		1d8+4
1H-O	+4	1d8+2	2W-P-(OL)	+4		1d8+4
2H	+8	1d8+6	2W-OH	-2		1d8+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.	550 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.	1100 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)
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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)
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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

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:

