



CHARACTER NAME: **SIGULF**

PLAYER: \_\_\_\_\_

CHARACTER LEVEL: **12**

XP \_\_\_\_\_

CLASS LEVELS

STRONG 7	SMART
FAST	DEDICATED
TOUGH	CHARISMATIC 5
OTHER	OTHER

REPUTATION +4
ACTION POINTS 11
SPEED 30
INITIATIVE +1

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	12	+1		
CON	15	+2		
INT	10	+0		
WIS	8	-1		
CHA	16	+3		

HIT POINTS

6d8+5d6+32	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD: 14	

SAVING THROWS

FORTITUDE	+9	+2	+7	RESISTANCE	OTHER
REFLEX	+7	+1	+5	RESISTANCE	OTHER
WILL	+4	-1	+3	RESISTANCE	+2

ARMOR CLASS

ARMOR +5	SHIELD +2	DEFENSE +6	NATURAL ARMOR	DEFLECTION	DEX +1	OTHER	TOTAL +24
ARMOR +5	SHIELD +2	DEFENSE +6	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED +23
X	X	DEFENSE +6	X	DEFLECTION	DEX +1	OTHER	TOUCH +17

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+2	+9/+4				+1
WEAPON: LONG SWORD				+12/+7	1d8+7
				19-20/x2	
RANGE	WT.	TYPE	SIZE	NOTES: INCLUDES BONUS DAMAGE +2 MELEE SMASH, +4 WEAPON SPECIALIZATION	
WEAPON: HAND AXE (HELD OR THROWN)				+10/+5	1d6+2
				20/x3	
RANGE 10	WT.	TYPE	SIZE	NOTES: MELEE SMASH DOES +2 DAMAGE IF WEAPON IS HELD, NOT THROWN	
WEAPON: DAGGER (HELD OR THROWN)				+10/+5	1d4+2
				19-20/x2	
RANGE	WT.	TYPE	SIZE	NOTES: MELEE SMASH DOES +2 DAMAGE IF WEAPON IS HELD, NOT THROWN	

POSSESSIONS

BREASTPLATE	
LONG SWORD	
LARGE WOODEN SHIELD	
DAGGER x2	
HAND AXE x2	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
<input type="checkbox"/> Appraise •		+0		
<input checked="" type="checkbox"/> Balance •	+9	+1	8	ARMOR
<input type="checkbox"/> Bluff •		+3		
<input checked="" type="checkbox"/> Climb •	+9	+2	7	ARMOR
<input type="checkbox"/> Concentration •		+2		
<input checked="" type="checkbox"/> Craft (_____) •		+0		
<input checked="" type="checkbox"/> Diplomacy •	+13	+3	10	
<input type="checkbox"/> Disguise •		+3		
<input type="checkbox"/> Drive (_____) •		+1		
<input type="checkbox"/> Escape Artist •		+1		ARMOR
<input type="checkbox"/> Forgery •		+0		
<input checked="" type="checkbox"/> Gather Information •	+13	+3	10	
<input type="checkbox"/> Heal •		+0		
<input type="checkbox"/> Hide •		+1		ARMOR
<input checked="" type="checkbox"/> Intimidate •	+13	+3	10	
<input type="checkbox"/> Jump •		+2		ARMOR
<input checked="" type="checkbox"/> Listen •	+10	+0	10	
<input type="checkbox"/> Move Silently •		+1		ARMOR
<input type="checkbox"/> Perform (_____) •		+3		
<input type="checkbox"/> Research •		+0		
<input type="checkbox"/> Ride (_____) •		+1		
<input type="checkbox"/> Search •		+0		
<input type="checkbox"/> Sense Motive •		+0		
<input checked="" type="checkbox"/> Spot •	+10	+0	10	
<input type="checkbox"/> Survival •		+0		
<input type="checkbox"/> Swim •		+2		ARMOR
<input type="checkbox"/> Use Rope •		+1		

## FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, HEAVY, SHIELD)

MARTIAL WEAPON PROFICIENCY (ALL)

SIMPLE WEAPON PROFICIENCY

WEAPON FOCUS: LONG SWORD

POWER ATTACK

MELEE SMASH 1

CLEAVE

WEAPON SPECIALIZATION: LONG SWORD

GREAT CLEAVE

GREATER WEAPON FOCUS: LONG SWORD

GREATER WEAPON SPECIALIZATION: LONG SWORD

IRON WILL

BRAWL

UNARMED ATTACKS ARE +1 TO HIT, 1D6 NON-LETHAL

MELEE SMASH 2

COORDINATE

AS A FULL ROUND ACTION, MAKE A CHARISMA CHECK (DC 10) TO PROVIDE UP TO 2 ALLIES WITHIN 30 FEET A +1 BONUS ON THEIR ATTACK ROLLS AND SKILL CHECKS FOR 3 ROUNDS.

DEFENSIVE EXPERTISE: +1 AC VS. ALL MELEE OPPONENTS

DODGE: +1 AC VS. SPECIFIC OPPONENT

INSPIRATION (SEE BELOW)

AGILE RIPOSTE

ONCE PER ROUND, IF THE OPPONENT YOU HAVE DESIGNATED AS YOUR DODGE TARGET MAKES A MELEE ATTACK AGAINST YOU AND MISSES, YOU MAY MAKE AN ATTACK OF OPPORTUNITY WITH A MELEE WEAPON AGAINST THAT OPPONENT.

GREATER INSPIRATION

YOU CAN INSPIRE UP TO 2 ALLIES, WHO MUST LISTEN TO AND OBSERVE YOU FOR A FULL ROUND FOR THE GREATER INSPIRATION TO TAKE HOLD. YOU MUST MAKE A CHARISMA CHECK (DC 10). THE EFFECT LASTS FOR 3 ROUNDS. AN INSPIRED ALLY GAINS A +1 MORALE BONUS ON SAVING THROWS, ATTACK ROLLS, AND DAMAGE ROLLS. YOU CAN'T INSPIRE YOURSELF.

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.



CHARACTER NAME: **OSGAR**

PLAYER: \_\_\_\_\_

CHARACTER LEVEL: **12**

XP \_\_\_\_\_

CLASS LEVELS

STRONG	SMART
FAST	DEDICATED 12
TOUGH	CHARISMATIC
OTHER	OTHER

REPUTATION +4
ACTION POINTS 11
SPEED 30
INITIATIVE +3

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	12	+1		
DEX	8	-1		
CON	13	+1		
INT	14	+2		
WIS	18	+4		
CHA	10	+0		

HIT POINTS

11d6+18	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD: 16	

SAVING THROWS

FORTITUDE	+9	+1	+6	RESISTANCE	+2
REFLEX	+5	-1	+4	RESISTANCE	+2
WILL	+12	+4	+6	RESISTANCE	+2

ARMOR CLASS

ARMOR +6	SHIELD +2	DEFENSE +6	NATURAL ARMOR	DEFLECTION	DEX -1	OTHER	TOTAL +23
ARMOR +6	SHIELD +2	DEFENSE +6	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED +24
X	X	DEFENSE +6	X	DEFLECTION	DEX -1	OTHER	TOUCH +15

COMBAT

MELEE	BASE ATTACK BONUS				RANGED		
+1	+9/+4				-1		
WEAPON: CUDGEL (CLUB)					+10/+5	1d6+1	20/x2
RANGE	WT.	TYPE	SIZE	NOTES			
WEAPON: SLING					+8/+3	1d4+1	20/x2
RANGE	WT.	TYPE	SIZE	NOTES			
WEAPON					TOTAL BAB	DAMAGE	CRITICAL
RANGE	WT.	TYPE	SIZE	NOTES			

POSSESSIONS

BONE/HIDE ARMOR	
LARGE WOODEN SHIELD	
WOODEN CUDGEL	
SLING w/ 20 BULLETS	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
<input type="checkbox"/> Appraise •		+2		
<input type="checkbox"/> Balance •		-1		ARMOR
<input type="checkbox"/> Bluff •		+0		
<input type="checkbox"/> Climb •		+1		ARMOR
<input checked="" type="checkbox"/> Concentration •	+16	+1	15	
<input checked="" type="checkbox"/> Craft (alchemy) •	+17	+2	15	
<input checked="" type="checkbox"/> Decipher Script	+12	+2	10	
<input type="checkbox"/> Diplomacy •		+0		+2
<input type="checkbox"/> Disguise •		+0		
<input type="checkbox"/> Drive (_____) •		-1		
<input type="checkbox"/> Escape Artist •		-1		ARMOR
<input type="checkbox"/> Forgery •		+2		
<input type="checkbox"/> Gather Information •		+0		
<input checked="" type="checkbox"/> Heal •	+9	+4	5	
<input type="checkbox"/> Hide •		-1		ARMOR
<input type="checkbox"/> Intimidate •		+0		
<input type="checkbox"/> Jump •		+1		ARMOR
<input checked="" type="checkbox"/> Knowledge (arcana)	+15	+2	10	+3
<input type="checkbox"/> Listen •	+6	+4		+2
<input type="checkbox"/> Move Silently •		-1		ARMOR
<input type="checkbox"/> Perform (_____) •		+0		
<input checked="" type="checkbox"/> Profession (healer)	+9	+4	5	
<input checked="" type="checkbox"/> Research •	+7	+2	5	
<input type="checkbox"/> Ride (_____) •		-1		
<input type="checkbox"/> Search •		+2		
<input checked="" type="checkbox"/> Sense Motive •	+14	+4	10	
<input type="checkbox"/> Spellcraft •	+23	+2	15	+6
<input type="checkbox"/> Spot •	+6	+4		+2
<input type="checkbox"/> Survival •		+4		
<input type="checkbox"/> Swim •		+1		ARMOR
<input checked="" type="checkbox"/> Use Unknown Device	+15	+0	15	
<input type="checkbox"/> Use Rope •		-1		

FEATS AND TALENTS
ARMOR PROFICIENCY (LIGHT, MEDIUM, AND SHIELDS)
SIMPLE WEAPON PROFICIENCY
DEFENSIVE EXPERTISE: +1 AC VS. ALL MELEE OPPONENTS
DODGE: +1 AC VS. DESIGNATED OPPONENT
INSIGHT (+3 TO KNOWLEDGE: ARCANA)
IRON WILL
MAGICAL ADEPT
SPELL PREPARATION YOU MAY PREPARE UP TO 14 SPELL LEVELS PER DAY. WHEN CASTING A PREPARED SPELL, YOU CAN CHOOSE TO RE-ROLL THE SPELL BURN DICE AFTER SEEING THE RESULTS OF THE FIRST ROLL. YOU MUST RE-ROLL ALL OF THE DICE, AND YOU MUST ACCEPT THE RESULT OF THE RE-ROLL.
IMPROVED DAMAGE THRESHOLD (+3)
IMPROVED CASTER LEVEL (2ND)
MAXIMIZE SPELL [METAMAGIC] A MAXIMIZED SPELL CAUSES SPELL BURN AS IF IT WERE THREE LEVELS HIGHER THAN THE SPELL'S ACTUAL LEVEL.
IMPROVED INITIATIVE
IMPROVED CASTER LEVEL (3RD)
GREAT FORTITUDE
IMPROVED CASTER LEVEL (4TH)
LIGHTNING REFLEXES
SKILL SUPREMACY: SPELLCRAFT (+4)
IMPROVED CASTER LEVEL (5TH)
ALERTNESS
HEROIC SURGE 3/DAY THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.

SPELLS KNOWN	
0TH	DETECT MAGIC, READ MAGIC, GUIDANCE
1ST	BLESS, MAGIC MISSILE, SHILLELAGH
2ND	BULL'S STRENGTH, DETECT THOUGHTS, FOG CLOUD
3RD	STINKING CLOUD, CONFUSION
4TH	HOLY SMITE, MODIFY MEMORY
5TH	CALL LIGHTNING STORM, HEROISM (GREATER)

## HOW TO CAST A SPELL

- Make a caster level check (DC = 10 + spell level). You may not take 10 or 20 on this check, but you may use an action point.
- If the caster level check succeeds, the spell takes effect. All spells take effect at caster level 5.
- Whether the spell succeeds or not, you suffer spell burn. Roll 1d6 per spell level (or 1d3 for 0-level spells).
- For each die that rolls a natural 1, you take 1 point of Strength ability damage as spell burn that cannot be resisted.
- For any other result, subtract 4 (your spell burn resistance) from *each die*.
- The table below summarizes these results:

d6 roll	Spell Burn
1	1
2	0
3	0
4	0
5	1
6	2

- Lost STR returns at the rate of 1 point per 8 hours rest, or 2 points per full day's rest. A Heal check for long-term care (DC15) can double these rates, but you cannot give long-term care to yourself.



CHARACTER NAME: **BALDRIC**

PLAYER: \_\_\_\_\_

CHARACTER LEVEL: 12

XP \_\_\_\_\_

CLASS LEVELS

STRONG	SMART 3
FAST 9	DEDICATED
TOUGH	CHARISMATIC
OTHER	OTHER

REPUTATION +4
ACTION POINTS 11
SPEED 30
INITIATIVE +6

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	18	+4		
CON	8	-1		
INT	13	+1		
WIS	10	+0		
CHA	12	+1		

HIT POINTS

9D8+2D6-6	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD: 11	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
<input type="checkbox"/> Appraise •		+1		
<input type="checkbox"/> Balance •		+4		+2
<input checked="" type="checkbox"/> Bluff •	+11	+1	10	
<input type="checkbox"/> Climb •		+2		ARMOR
<input type="checkbox"/> Concentration •		-1		
<input checked="" type="checkbox"/> Craft (_____) •		+1		
<input type="checkbox"/> Diplomacy •		+1		+2
<input checked="" type="checkbox"/> Disable Device	+14	+1	10	+3
<input checked="" type="checkbox"/> Disguise •	+10	+1	9	
<input type="checkbox"/> Drive (_____) •		+4		
<input checked="" type="checkbox"/> Escape Artist •	+10	+4	10	ARMOR
<input type="checkbox"/> Forgery •		+1		
<input type="checkbox"/> Gather Information •		+1		+2
<input type="checkbox"/> Heal •		+0		
<input checked="" type="checkbox"/> Hide •	+15	+4	11	ARMOR
<input type="checkbox"/> Intimidate •		+1		+2
<input type="checkbox"/> Jump •		+2		+2
<input checked="" type="checkbox"/> Knowledge (streetwise)	+7	+1	6	
<input type="checkbox"/> Listen •		+0		
<input checked="" type="checkbox"/> Move Silently •	+15	+4	11	ARMOR
<input type="checkbox"/> Perform (_____) •		+1		
<input checked="" type="checkbox"/> Profession (gambling)	+6	+0	6	
<input type="checkbox"/> Research •		+1		
<input type="checkbox"/> Ride (_____) •		+4		
<input checked="" type="checkbox"/> Search •	+16	+1	15	
<input type="checkbox"/> Sense Motive •		+0		
<input checked="" type="checkbox"/> Sleight of Hand	+19	+4	13	+2
<input type="checkbox"/> Spot •		+0		
<input type="checkbox"/> Survival •		+0		
<input type="checkbox"/> Swim •		+2		ARMOR
<input checked="" type="checkbox"/> Tumble	+17	+4	13	ARMOR
<input type="checkbox"/> Use Rope •		+4		

SAVING THROWS

FORTITUDE	+3	-1	+4	RESISTANCE	OTHER
REFLEX	+9	+4	+5	RESISTANCE	OTHER
WILL	+5	+0	+5	RESISTANCE	OTHER

ARMOR CLASS

ARMOR +1	SHIELD	DEFENSE +8	NATURAL ARMOR	DEFLECTION	DEX +4	OTHER	TOTAL 23
ARMOR +1	SHIELD	DEFENSE +8	NATURAL ARMOR	DEFLECTION	<del>DEX +4</del>	OTHER	FLAT FOOTED 23
<del>ARMOR +1</del>	<del>SHIELD</del>	DEFENSE +8	<del>NATURAL ARMOR</del>	DEFLECTION	DEX +4	OTHER	TOUCH 22

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+2	+7/+2				+4
WEAPON: DAGGER				+11/+6	1D4+2
RANGE 10	WT.	TYPE	SIZE	NOTES: POINT BLANK SHOT +1/+1 WITHIN 30 FEET; SNEAK ATTACK +1D6	
WEAPON: MIGHTY COMPOSITE SHORT BOW				+11/+6	1D6+2
RANGE	WT.	TYPE	SIZE	NOTES: POINT BLANK SHOT +1/+1 WITHIN 30 FEET; SNEAK ATTACK +1D6	
WEAPON				TOTAL BAB	DAMAGE
RANGE	WT.	TYPE	SIZE	CRITICAL	

POSSESSIONS

6 DAGGERS	
LEATHER ARMOR	
MIGHTY SHORT BOW W/ 20 ARROWS	

## FEATS AND TALENTS

SIMPLE WEAPONS PROFICIENCY

TWO WEAPON FIGHTING

WEAPON FINESSE: DAGGER

SAVANT: DISABLE DEVICE (+3)

POINT BLANK SHOT

SNEAK ATTACK +1d6

EVASION

QUICK DRAW

IMPROVED EVASION

YOU TAKE NO DAMAGE ON A SUCCESSFUL REFLEX SAVE AND ONLY 1/2 DAMAGE EVEN ON A FAILED SAVE.

DEFENSIVE EXPERTISE

+1 TO AC VS. ALL MELEE OPPONENTS

TWO WEAPON DEFENSE (+1 AC)

UNCANNY DODGE

IMPROVED DAMAGE THRESHOLD

DODGE

IMPROVED REACTION +2 INITIATIVE

MOBILITY

OPPORTUNIST

SPEND 1 ACTION POINT TO MAKE AN ATTACK OF OPPORTUNITY AGAINST AN OPPONENT WHO HAS JUST BEEN STRUCK FOR DAMAGE IN MELEE BY ANOTHER CHARACTER.

SIDE-STEP

WHEN AN OPPONENT IN AN ADJACENT SQUARE TAKES A 5-FOOT STEP INTO A SQUARE YOU THREATEN, SPEND AN ACTION POINT TO MOVE TO THE SQUARE HE JUST LEFT.

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.



CHARACTER NAME: **AELFWYN**

PLAYER: \_\_\_\_\_

CHARACTER LEVEL: **12**

XP \_\_\_\_\_

CLASS LEVELS

STRONG	SMART
FAST 3	DEDICATED
TOUGH 3	CHARISMATIC 6
OTHER	OTHER

REPUTATION +5
ACTION POINTS: 11
SPEED 30
INITIATIVE +5

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	16	+3		
CON	10	+0		
INT	12	+1		
WIS	9	-1		
CHA	14	+2		

HIT POINTS

2d10+3d8+6d6+10	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD: 10	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
<input type="checkbox"/> Appraise •		+1		
<input type="checkbox"/> Balance •		+3		ARMOR
<input checked="" type="checkbox"/> Bluff •	+15	+2	13	
<input type="checkbox"/> Climb •		+2		ARMOR
<input type="checkbox"/> Concentration •		+0		
<input checked="" type="checkbox"/> Craft (leatherwork) •	+5	+1	4	
<input checked="" type="checkbox"/> Diplomacy •	+19	+2	13	+4
<input type="checkbox"/> Disguise •		+2		
<input type="checkbox"/> Drive (_____) •		+3		
<input type="checkbox"/> Escape Artist •		+3		ARMOR
<input type="checkbox"/> Forgery •		+1		
<input type="checkbox"/> Gather Information •		+2		+2
<input checked="" type="checkbox"/> Handle Animal	+15	+2	13	
<input type="checkbox"/> Heal •		-1		
<input type="checkbox"/> Hide •		+3		ARMOR
<input type="checkbox"/> Intimidate •		+2		+2
<input type="checkbox"/> Jump •		+2		ARMOR
<input checked="" type="checkbox"/> Knowledge (local)	+5	+1	5	
<input checked="" type="checkbox"/> Listen •	+13	-1	12	+2
<input type="checkbox"/> Move Silently •		+3		ARMOR
<input type="checkbox"/> Perform (_____) •		+2		
<input checked="" type="checkbox"/> Profession (midwife)	+3	-1	4	
<input type="checkbox"/> Research •		+1		
<input type="checkbox"/> Ride (_____) •		+3		
<input type="checkbox"/> Search •		+1		
<input checked="" type="checkbox"/> Sense Motive •	+12	-1	13	
<input checked="" type="checkbox"/> Spot •	+14	-1	13	+2
<input type="checkbox"/> Survival •		-1		
<input type="checkbox"/> Swim •		+2		ARMOR
<input type="checkbox"/> Use Rope •		+3		

SAVING THROWS

FORTITUDE	+8	+0	+6	RESISTANCE	+2
REFLEX	+15	+3	+6	RESISTANCE	+4
WILL	+9	-1	+4	RESISTANCE	+4

ARMOR CLASS

ARMOR +4	SHIELD +2	DEFENSE +8	NATURAL ARMOR	DEFLECTION	DEX +3	OTHER	TOTAL 27
ARMOR +4	SHIELD +2	DEFENSE +8	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED 24
X	X	DEFENSE +8	X	DEFLECTION	DEX +3	OTHER	TOUCH 21

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+2	+7/+2				+3
WEAPON: BATTLE AXE				+10/+5	1d8 20/x3
RANGE	WT.	TYPE	SIZE	NOTES	
WEAPON: JAVELIN				+10/+5	1d6 20/x2
RANGE 20	WT.	TYPE	SIZE	NOTES	
WEAPON				TOTAL BAB	DAMAGE CRITICAL
RANGE	WT.	TYPE	SIZE	NOTES	

POSSESSIONS

CHAIN SHIRT	
BATTLE AXE	
LARGE WOODEN SHIELD	
4 JAVELINS	

## FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, AND SHIELDS)

SIMPLE WEAPON PROFICIENCY

MARTIAL WEAPON PROFICIENCY: BATTLE AXE

POWER ATTACK

CLEAVE

REMAIN CONSCIOUS

WHEN THE TOUGH HERO BEGINS DYING, SHE CAN CONTINUE TO PERFORM AS THOUGH SHE WERE DISABLED, MAKING EITHER A STANDARD ACTION OR A MOVE ACTION EVERY ROUND UNTIL THE HERO DIES OR THE HERO'S HIT POINTS RETURN TO 1 OR HIGHER.

ALERTNESS (+2 TO SPOT AND LISTEN)

RAGE

THE HERO CAN SPEND AN ACTION POINT TO TEMPORARILY GAIN A +4 BONUS TO STRENGTH, A +4 BONUS TO CONSTITUTION, AND A +2 MORALE BONUS ON WILL SAVES, BUT SHE TAKES A -2 PENALTY TO ARMOR CLASS. THE INCREASE IN CONSTITUTION INCREASES THE HERO'S HIT POINTS BY 2 POINTS. A FIT OF RAGE LASTS FOR A NUMBER OF ROUNDS EQUAL TO 3 + THE CHARACTER'S (NEWLY IMPROVED) CONSTITUTION MODIFIER. THE HERO MAY PREMATURELY END HER RAGE.

WEAPON FOCUS: BATTLE AXE (+1 TO HIT)

EVASION

NO DAMAGE ON SUCCESSFUL REFLEX SAVE.

DODGE

+1 AC BONUS VS. CHOSEN OPPONENT

GREAT CLEAVE

IMPROVED REACTION +2 INITIATIVE

CHARM

YOU GET A +6 BONUS ON ALL CHARISMA-BASED SKILL CHECKS MADE TO INFLUENCE MEN. YOU CAN ONLY CHARM NON-PLAYER CHARACTERS WITH ATTITUDES OF INDIFFERENT OR BETTER. THE CHARM BONUS CAN'T BE USED AGAINST NPCs WHO ARE UNFRIENDLY OR HOSTILE.

DEFENSIVE EXPERTISE

+1 AC BONUS VS. ALL MELEE OPPONENTS

AGILE RIPOSTE

ONCE PER ROUND, IF THE OPPONENT YOU ARE DODGING MISSES A MELEE ATTACK AGAINST YOU, YOU MAY MAKE AN ATTACK OF OPPORTUNITY

AURA OF GRACE

YOU ARE BLESSED BY FATE WITH LUCK AND PROTECTION. THE HERO ADDS HER CHARISMA MODIFIER (IF POSITIVE) TO ALL SAVING THROW CHECKS.

IRON WILL (+2 WILL SAVES)

AURA OF COURAGE

THE HERO'S FAITH AND WILL IN THE FACE OF ADVERSITY IMPROVES HER RESISTANCE TO THE EFFECTS OF FEAR AND HORROR. THE HERO TREATS PANICKED RESULTS AS FEAR; FEAR RESULTS AS SHAKEN; AND SHAKEN RESULTS AS NO EFFECT.

LIGHTNING REFLEXES (+2 REFLEX SAVES)

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.





CHARACTER NAME: **LANFERTH**

PLAYER: \_\_\_\_\_

CHARACTER LEVEL: 12

XP \_\_\_\_\_

CLASS LEVELS

STRONG	SMART
FAST	DEDICATED 3
TOUGH 9	CHARISMATIC
OTHER	OTHER

REPUTATION +4
ACTION POINTS 11
SPEED 30
INITIATIVE +2

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	12	+1		
DEX	14	+2		
CON	18	+4		
INT	13	+1		
WIS	10	+0		
CHA	8	-1		

HIT POINTS

8d10+3d6+67	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD 18	

SAVING THROWS

FORTITUDE	+10	+4	+6	RESISTANCE	OTHER
REFLEX	+8	+2	+4	RESISTANCE	+2
WILL	+5	+0	+5	RESISTANCE	OTHER

ARMOR CLASS

ARMOR +4	SHIELD	DEFENSE +7	NATURAL ARMOR	DEFLECTION	DEX +2	OTHER	TOTAL 23
ARMOR +4	SHIELD	DEFENSE +7	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED 21
X	X	DEFENSE +7	X	DEFLECTION	DEX +2	OTHER	TOUCH 19

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+1	+8/+3				+2
WEAPON: LONG SPEAR (TWO HANDED WEAPON)				+10/+5	1d8+1 20/x3
RANGE	WT.	TYPE	SIZE	NOTES: 10' REACH	
WEAPON: HAND AXE				+9/+4	1d6+1 20/x3
RANGE	WT.	TYPE	SIZE	NOTES	
WEAPON: BRAWLING				TOTAL BAB	1d8 +1 20/x2
RANGE	WT.	TYPE	SIZE	NOTES	

POSSESSIONS

CHAIN SHIRT	
BUCKLER	
LONG SPEAR	
HAND AXE x2	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
<input type="checkbox"/> Appraise •		+1		
<input type="checkbox"/> Balance •		+2		ARMOR
<input type="checkbox"/> Bluff •		-1		
<input checked="" type="checkbox"/> Climb •	+7	+1	6	ARMOR
<input type="checkbox"/> Concentration •		+4		
<input checked="" type="checkbox"/> Craft (weaponsmith) •	+10	+1	6	
<input type="checkbox"/> Decipher Script		+1		
<input type="checkbox"/> Diplomacy •		-1		
<input type="checkbox"/> Disguise •		-1		
<input type="checkbox"/> Drive (_____) •		+2		
<input type="checkbox"/> Escape Artist •		+2		ARMOR
<input type="checkbox"/> Forgery •		+1		
<input type="checkbox"/> Gather Information •		-1		
<input checked="" type="checkbox"/> Heal •	+6	+0	6	
<input type="checkbox"/> Hide •		+2		ARMOR
<input type="checkbox"/> Intimidate •		-1		
<input type="checkbox"/> Jump •		+1		ARMOR
<input checked="" type="checkbox"/> Listen •	+8	+0	12	+2
<input type="checkbox"/> Move Silently •		+2		ARMOR
<input type="checkbox"/> Perform (_____) •		-1		
<input type="checkbox"/> Research •		+1		
<input type="checkbox"/> Ride (_____) •		+2		
<input type="checkbox"/> Search •		+1		
<input type="checkbox"/> Sense Motive •		+0		
<input checked="" type="checkbox"/> Spot •	+14	+0	15	+2
<input checked="" type="checkbox"/> Survival •	+20	+0	15	+5
<input checked="" type="checkbox"/> Swim •	+7	+1	6	ARMOR
<input type="checkbox"/> Use Rope •		+2		

## FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, SHIELDS)

SIMPLE WEAPON PROFICIENCY

MARTIAL WEAPON PROFICIENCY: LONG SPEAR

COMBAT EXPERTISE

SUBTRACT BAB TO ADD AC

COMBAT REFLEXES: 2 AoO PER ROUND

IMPROVED TRIP (+4 TO TRIP ATTACKS, NO AoO)

LIGHTNING REFLEXES

WEAPON FOCUS: LONG SPEAR

ROBUST (+9 HIT POINTS)

ALERTNESS

DAMAGE REDUCTION 2/-

BRAWL (SEE BELOW)

ENERGY RESISTANCE: FIRE 4

IMPROVED BRAWL: +2 TO HIT WITH UNARMED ATTACKS, 1d8 DAMAGE

INSIGHT: +3 BONUS TO SURVIVAL

TRACK

FRIGHTFUL PRESENCE

WHEN YOU USE THIS FEAT, ALL OPPONENTS WITHIN 10 FEET WHO HAVE FEWER LEVELS THAN YOU MUST MAKE A WILL SAVING THROW (DC 15). AN OPPONENT WHO FAILS HIS SAVE IS SHAKEN, TAKING A -2 PENALTY ON ATTACK ROLLS, SAVES, AND SKILL CHECKS FOR 1d6-1 ROUNDS YOU CAN USE THE FEAT ONCE PER ROUND AS A FREE ACTION. A SUCCESSFUL SAVE INDICATES THAT THE OPPONENT IS IMMUNE TO THE CHARACTER'S USE OF THIS FEAT FOR 24 HOURS. THIS FEAT DOES NOT AFFECT CREATURES WITH AN INTELLIGENCE OF 3 OR LOWER.

HARM'S WAY

PRIOR TO COMBAT (GENERALLY, WHEN INITIATIVE IS DETERMINED) THE HERO CAN SPECIFY ONE ALLY TO PROTECT. IF THE HERO IS ADJACENT TO HIS ALLY AND HIS ALLY IS TARGETED BY A DIRECT MELEE OR RANGED ATTACK (BUT NOT AN AREA EFFECT), THE HERO CAN SPEND AN ACTION POINT TO SWITCH PLACES WITH HIS ALLY AND SUBJECT HIMSELF TO THE ATTACK INSTEAD. THE HERO MUST DECLARE HIS INTENTION TO PLACE HIMSELF IN HARM'S WAY BEFORE THE ATTACK ROLL IS MADE. IF THE ATTACK HITS THE HERO, HE TAKES DAMAGE NORMALLY. IF IT MISSES, IT ALSO MISSES THE ALLY.

PROTECTIVE STRIKE

WHILE THE HERO IS PROTECTING HIS ALLY (SEE HARM'S WAY, ABOVE), ANY ATTACK AGAINST THE ALLY PROVOKES AN ATTACK OF OPPORTUNITY FROM THE HERO WITH THIS TALENT. NOTE THAT THIS TALENT DOES NOT GRANT THE HERO THE ABILITY TO MAKE MORE ATTACKS OF OPPORTUNITY IN A ROUND THAN HE OTHERWISE COULD.

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.



CHARACTER NAME: **GANDRAEL**

PLAYER: \_\_\_\_\_

CHARACTER LEVEL: 12

XP \_\_\_\_\_

CLASS LEVELS

STRONG 9	SMART
FAST 3	DEDICATED
TOUGH	CHARISMATIC
OTHER	OTHER

REPUTATION +3
ACTION POINTS 11
SPEED 40
INITIATIVE +3

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	16	+3		
CON	14	+2		
INT	13	+1		
WIS	10	+0		
CHA	8	-1		

HIT POINTS

11d8+32	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD 14	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
✓ Appraise •	+6	+1	5	
<input type="checkbox"/> Balance •		+3		+2
<input type="checkbox"/> Bluff •		-1		
<input type="checkbox"/> Climb •		+2		ARMOR
<input type="checkbox"/> Concentration •		+2		
✓ Craft (_____) •		+1		
<input type="checkbox"/> Diplomacy •		-1		
✓ Disguise •	+7	-1	8	
<input type="checkbox"/> Drive (_____) •		+3		
✓ Escape Artist •	+13	+3	10	ARMOR
<input type="checkbox"/> Forgery •		+1		
<input type="checkbox"/> Gather Information •		-1		+2
<input type="checkbox"/> Heal •		+0		
✓ Hide •	+13	+3	10	ARMOR
✓ Intimidate •	+9	-1	10	
<input type="checkbox"/> Jump •		+2		+2
✓ Knowledge (streetwise) •	+6	+1	5	
<input type="checkbox"/> Listen •		+0		
✓ Move Silently •	+13	+3	10	ARMOR
<input type="checkbox"/> Perform (_____) •		-1		
<input type="checkbox"/> Research •		+1		
<input type="checkbox"/> Ride (_____) •		+3		
<input type="checkbox"/> Search •		+1		
<input type="checkbox"/> Sense Motive •		+0		
<input type="checkbox"/> Spot •		+0		
<input type="checkbox"/> Survival •		+0		
<input type="checkbox"/> Swim •		+2		ARMOR
✓ Tumble	+17	+3	14	ARMOR
<input type="checkbox"/> Use Rope •		+3		

SAVING THROWS

FORTITUDE	+8	+2	+6	RESISTANCE	OTHER
REFLEX	+8	+3	+5	RESISTANCE	OTHER
WILL	+4	+0	+4	RESISTANCE	OTHER

ARMOR CLASS

ARMOR +4	SHIELD +2	DEFENSE +9	NATURAL ARMOR	DEFLECTION	DEX +3	OTHER	TOTAL 28
ARMOR +4	SHIELD +2	DEFENSE +9	NATURAL ARMOR	DEFLECTION	<input type="checkbox"/>	OTHER	FLAT FOOTED 25
<input type="checkbox"/>	<input type="checkbox"/>	DEFENSE +9	<input type="checkbox"/>	DEFLECTION	DEX +3	OTHER	TOUCH 22

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+2	+11/+6/+1				+3
WEAPON: FLAIL				+14/+9/+4	1d8+6 20/x2
RANGE	WT.	TYPE	SIZE	NOTES: FLAIL IS +2 ON DISARM ATTEMPTS; YOU CAN USE A FLAIL TO TRIP.	
WEAPON: SLING				+14/+9/+4	1d4+2 20/x2
RANGE 50	WT.	TYPE	SIZE	NOTES	
WEAPON				TOTAL BAB	DAMAGE CRITICAL
RANGE	WT.	TYPE	SIZE	NOTES	

POSSESSIONS

CHAIN SHIRT	
LARGE SHIELD	
FLAIL	
SLING	
40 BULLETS	

## FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, AND SHIELDS)

MARTIAL WEAPON PROFICIENCY (FLAIL)

SIMPLE WEAPON PROFICIENCY

INCREASED MOVEMENT +10

DODGE: +1 AC VS. TARGET OPPONENT

MOBILITY: +4 AC VS AoO WHEN MOVING THROUGH THREATENED SPACE

SPRING ATTACK: YOU MAY MOVE BOTH BEFORE AND AFTER YOU ATTACK

COMBAT EXPERTISE

IMPROVED DISARM (+4 BONUS)

POWER ATTACK

IMPROVED SUNDER (NOTE IGNORE HARDNESS BELOW)

IGNORE HARDNESS 2

IGNORE HARDNESS 3

IGNORE HARDNESS 6

WEAPON FOCUS: FLAIL

WEAPON SPECIALIZATION: FLAIL

GREATER WEAPON SPECIALIZATION: FLAIL

WHIRLWIND ATTACK

WHEN THE CHARACTER PERFORMS A FULL-ROUND ACTION, THE CHARACTER CAN GIVE UP HIS OR HER REGULAR ATTACKS AND INSTEAD MAKE ONE MELEE ATTACK AT THE CHARACTER'S HIGHEST BASE ATTACK BONUS AGAINST EACH ADJACENT OPPONENT.

FRIGHTFUL PRESENCE

WHEN YOU USE THIS FEAT, ALL OPPONENTS WITHIN 10 FEET WHO HAVE FEWER LEVELS THAN YOU MUST MAKE A WILL SAVING THROW (DC 15). AN OPPONENT WHO FAILS HIS SAVE IS SHAKEN, TAKING A -2 PENALTY ON ATTACK ROLLS, SAVES, AND SKILL CHECKS FOR 1d6-1 ROUNDS YOU CAN USE THE FEAT ONCE PER ROUND AS A FREE ACTION. A SUCCESSFUL SAVE INDICATES THAT THE OPPONENT IS IMMUNE TO THE CHARACTER'S USE OF THIS FEAT FOR 24 HOURS. THIS FEAT DOES NOT AFFECT CREATURES WITH AN INTELLIGENCE OF 3 OR LOWER.

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.



CHARACTER NAME: **TORHELM**

PLAYER: \_\_\_\_\_

CHARACTER LEVEL: 12

XP \_\_\_\_\_

CLASS LEVELS

STRONG 9	SMART
FAST	DEDICATED
TOUGH 3	CHARISMATIC
OTHER	OTHER

REPUTATION +3
ACTION POINTS 11
SPEED 30
INITIATIVE +6

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	16	+3		
DEX	14	+2		
CON	15	+2		
INT	8	-1		
WIS	12	+1		
CHA	10	+0		

HIT POINTS

11d8+32	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD 18	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
<input type="checkbox"/> Appraise •		-1		
<input checked="" type="checkbox"/> Balance •	+7	+2	5	ARMOR
<input type="checkbox"/> Bluff •		+0		
<input checked="" type="checkbox"/> Climb •	+8	+3	5	ARMOR
<input type="checkbox"/> Concentration •		+2		
<input checked="" type="checkbox"/> Craft (_____) •		-1		
<input type="checkbox"/> Diplomacy •		+0		
<input type="checkbox"/> Disguise •		+0		
<input type="checkbox"/> Drive (_____) •		+2		
<input type="checkbox"/> Escape Artist •		+2		ARMOR
<input type="checkbox"/> Forgery •		-1		
<input type="checkbox"/> Gather Information •		+0		
<input type="checkbox"/> Heal •		+1		
<input type="checkbox"/> Hide •		+2		ARMOR
<input type="checkbox"/> Intimidate •		+0		
<input checked="" type="checkbox"/> Jump •	+8	+3	5	ARMOR
<input checked="" type="checkbox"/> Knowledge (beasts)	+4	-1	5	
<input type="checkbox"/> Listen •		+1		+2
<input type="checkbox"/> Move Silently •		+2		ARMOR
<input type="checkbox"/> Perform (_____) •		+0		
<input type="checkbox"/> Research •		-1		
<input type="checkbox"/> Ride (_____) •		+2		
<input type="checkbox"/> Search •		-1		
<input type="checkbox"/> Sense Motive •		+1		
<input checked="" type="checkbox"/> Spot •	+9	+1	6	+2
<input type="checkbox"/> Survival •		+1		
<input checked="" type="checkbox"/> Swim •	+8	+3	5	ARMOR
<input checked="" type="checkbox"/> Use Rope •	+7	+2	5	

SAVING THROWS

FORTITUDE	+11	+2	+7	RESISTANCE	+2
REFLEX	+8	+2	+4	RESISTANCE	+2
WILL	+7	+1	+4	RESISTANCE	+2

ARMOR CLASS

ARMOR +5	SHIELD	DEFENSE +7	NATURAL ARMOR	DEFLECTION	DEX +2	OTHER	TOTAL 24
ARMOR +5	SHIELD	DEFENSE +7	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED 22
X	X	DEFENSE +7	X	DEFLECTION	DEX +2	OTHER	TOUCH 19

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+3	+11/+6/+1				+2
WEAPON: GREATSWORD				+14/+9/+4	2d6+9 20/x2
RANGE	WT.	TYPE	SIZE	NOTES: DAMAGE INCLUDES MELEE SMASH +5	
WEAPON: MIGHT COMPOSITE LONGBOW (+3)				+13/+8/+3	1d8+3 20/x3
RANGE	WT.	TYPE	SIZE	NOTES	
WEAPON: ANY MELEE WEAPON				+14/+9/+4	+8 CRITICAL
RANGE	WT.	TYPE	SIZE	NOTES: MELEE SMASH +5 TO ALL DAMAGE	

POSSESSIONS

BREASTPLATE	
GREATSWORD	
MIGHTY COMPOSITE LONGBOW (+3)	
DAGGER x2	

FEATS AND TALENTS
ARMOR PROFICIENCY (LIGHT, MEDIUM, HEAVY, AND SHIELDS)
MARTIAL WEAPON PROFICIENCY (ALL)
SIMPLE WEAPON PROFICIENCY
IMPROVED INITIATIVE
TALENT 1 ROBUST (+3 HP)
IMPROVED MASSIVE DAMAGE THRESHOLD
DAMAGE REDUCTION 1/-
MELEE SMASH 1/2/3/4/5
ALERTNESS
GREAT FORTITUDE
IRON WILL
LIGHTNING REFLEXES
POWER ATTACK
CLEAVE
GREAT CLEAVE
BLIND-FIGHT
HEROIC SURGE 3/DAY THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.