

Cohort Shield Fighter

Character Name
Fighter 8
 CLASS
8 (7)

Guest

Player Name
Human / Humanoid
 RACE
29
Male
 AGE GENDER

None
 Region
Medium / 5 ft.
0' 0" / 0 lbs.
 HEIGHT / WEIGHT
 None
 Normal
 VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4		
DEX Dexterity	15	+2	15	+2		
CON Constitution	14	+2	14	+2		
INT Intelligence	7	-2	7	-2		
WIS Wisdom	11	+0	11	+0		
CHA Charisma	7	-2	7	-2		

HP hit points	88	WOUNDS/CURRENT HP	
AC armor class	24	22	12
INITIATIVE modifier		+2	+0
Encumbrance		Light	

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 30 ft.	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS
10		9	3	2	0
MISS CHANCE		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST
50		-6	0		
COLD RESIST		ELECT. RESIST	FIRE RESIST		

FORTITUDE (constitution)	+8	+6	+2	+0	+0	+0	
REFLEX (dexterity)	+4	+2	+2	+0	+0	+0	
WILL (wisdom)	+2	+2	+0	+0	+0	+0	

Conditional Save Modifiers:
 +2 Will vs. fear

MELEE attack bonus	+12/+7	+8/+3	+4	+0	+0	+0	
RANGED attack bonus	+10/+5	+8/+3	+2	+0	+0	+0	
CMB attack bonus	+12/+7	+8/+3	+4	+0			
CMB	+12/+7	+12/+7	+12/+7	+12/+7	+14	+12	
CMD	24	24	24	24	26	24	
CMB	+12	+12	+12	+12			
CMD	24	24	24	24			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS		MISC. MODIFIER
				BASE	BONUS	
✓ Acrobatics	DEX	-4	=	2		+ -6
✓ Appraise	INT	-2	=	-2		
✓ Bluff	CHA	-2	=	-2		
✓ Climb	STR	4	=	4	+ 3	+ -3
✓ Craft (Untrained)	INT	-2	=	-2		
✓ Diplomacy	CHA	-2	=	-2		
✓ Disguise	CHA	-2	=	-2		
✓ Escape Artist	DEX	-4	=	2		+ -6
✓ Fly	DEX	-4	=	2		+ -6
✓ Heal	WIS	0	=	0		
✓ Intimidate	CHA	-2	=	-2		
✓ Perception	WIS	0	=	0		
✓ Perform (Untrained)	CHA	-2	=	-2		
✓ Ride	DEX	-4	=	2		+ -6
✓ Sense Motive	WIS	0	=	0		
✓ Stealth	DEX	3	=	2	+ 7	+ -6
✓ Survival	WIS	0	=	0		
✓ Swim	STR	7	=	4	+ 6	+ -3
			=			
			=			

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

UNARMED (lethal or nonlethal)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+4	20/x2	5 ft.

*Scimitar		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	15-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+14/+9	1d6+7	2W-P-(OH)	+10/+5	1d6+7	
1H-O	+14/+9	1d6+5	2W-P-(OL)	+12/+7	1d6+7	
2H	+14/+9	1d6+9	2W-OH	+10	1d6+5	
*Shield, Heavy Steel		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+8		1d4+2				
*Gauntlet		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+12/+7	1d3+4	2W-P-(OH)	+8/+3	1d3+4	
1H-O	+12/+7	1d3+2	2W-P-(OL)	+10/+5	1d3+4	
2H	+12/+7	1d3+4	2W-OH	+10	1d3+2	

*: 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
*Full Plate		Heavy	+9	+1	-6	35
*Shield, Heavy Steel		Heavy	+2		-2	15

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Scimitar	Equipped	1	4 / 15	
Shield, Heavy Steel	Equipped	1	15 / 20	
Full Plate	Equipped	1	50 / 1,500	
Uniform (Soldier's)	Equipped	1	5 / 1	
Gauntlet	Equipped	1	0 / 2	
TOTAL WEIGHT CARRIED/VALUE		74 lbs.	1,538gp	

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

MONEY	
	Total= 0 gp

MAGIC	

Languages	
	Common

Other Companions	

Special Qualities	
Armor Training (Ex)	[CR]

You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2

Bonus Feat	[CR]
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Humans select one extra feat at 1st level.

Bonus Feats	[CR]
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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)	[CR]
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You gain a +2 bonus to Will saves against fear effects.

Skilled	[CR]
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Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex)	[CR]
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Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +1

Feats	
Improved Bull Rush	[CR]

You are skilled at pushing your foes around.

You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Improved Critical (Scimitar)	[CR]
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Attacks made with your chosen weapon are quite deadly.

When using the weapon you selected, your threat range is doubled.

Improved Shield Bash	[CR]
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You can protect yourself with your shield, even if you use it to attack.

When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Power Attack	[CR]
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You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 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.

Saving Shield	[APG]
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You deflect attacks that could mean your ally's death.

Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

Shield Focus	[CR]
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You are skilled at deflecting blows with your shield.

Increase the AC bonus granted by any shield you are using by 1.

Toughness	[CR]
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You have enhanced physical stamina.

You gain +8 hit points.

Two-Weapon Fighting	[CR]
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You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Focus (Scimitar)	[CR]
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You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Scimitar)	[CR]
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You deal extra damage when using your chosen weapon.

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Proficiencies	
Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortsword, Sibat, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Dwarven Waraxe, Warhammer, Wushu Dart	

Cohort Shield Fighter

Human

RACE

29

AGE

Male

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: