

Soldier

Character Name: Warrior 2
 CLASS: 2 (1/2) EXP/NEXT LEVEL: 2000 / 5000
 Character Level (CR): 2 AGE: 0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4		
DEX Dexterity	12	+1	12	+1		
CON Constitution	12	+1	12	+1		
INT Intelligence	8	-1	8	-1		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	8	-1	8	-1		

SAVING THROWS

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

Guest

Player Name: Human (Gutter Rat) / Humanoid
 RACE: 0 GENDER: Male
 AGE: 0 GENDER: Male

HP (hit points): 18
 AC (armor class): 14 FLAT: 13 TOUCH: 11 BASE: 10 ARMOR BONUS: 2 SHIELD BONUS: 1 STAT: 1 SIZE: 0 NATURAL ARMOR: 0 DEFLECTION: 0 DODGE: 0 Morale: 0 Insight: 0 Sacred: 0 Profane: 0 MISC: 0

INITIATIVE modifier: +1 TOTAL: +1 DEX MODIFIER: +1 MISC MODIFIER: +0

Encumbrance: Light

Deity: None Region: None
 Medium / 5 ft. 0' 0" / 0 lbs.
 SIZE / FACE HEIGHT / WEIGHT

EYES: HAIR: Points:

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	+2	+4	+0	+0	0	
RANGED attack bonus	+3	+2	+1	+0	+0	0	
CMB attack bonus	+6	+2	+4	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+6	+6	+6	+6	+6	+6

	DIRTY TRICK	DRAG	REPOSITION	STEAL
CMB	+6	+6	+6	+6

	DIRTY TRICK	DRAG	REPOSITION	STEAL
CMD	17	17	17	17

WOUNDS/CURRENT HP: SUBDUAL DAMAGE: DAMAGE REDUCTION: SPEED: Walk 30 ft.

MISS CHANCE: Arcane Spell Failure: ARMOR CHECK PENALTY: SPELL RESIST: ACID RESIST: COLD RESIST: ELECT. RESIST: FIRE RESIST:

SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS		MISC MODIFIER
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	0	= 1	+ -1	
✓ Appraise	INT	-1	= -1		
✓ Bluff	CHA	-1	= -1		
✓ Climb	STR	3	= 4	+ -1	
✓ Craft (Untrained)	INT	-1	= -1		
✓ Diplomacy	CHA	-1	= -1		
✓ Disguise	CHA	-1	= -1		
✓ Escape Artist	DEX	0	= 1	+ -1	
✓ Fly	DEX	0	= 1	+ -1	
✓ Heal	WIS	0	= 0		
✓ Intimidate	CHA	-1	= -1		
✓ Perception	WIS	0	= 0		
✓ Perform (Untrained)	CHA	-1	= -1		
✓ Profession (Soldier)	WIS	4	= 0 + 1 + 3		
✓ Ride	DEX	0	= 1	+ -1	
✓ Sense Motive	WIS	0	= 0		
✓ Stealth	DEX	2	= 1	+ 1	
✓ Survival	WIS	0	= 0		
✓ Survival (Urban)	WIS	4	= 0	+ 4	
✓ Swim	STR	7	= 4 + 1 + 2		
			= +	+ +	
			= +	+ +	

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

UNARMED (nonlethal only) TOTAL ATTACK BONUS: +6 DAMAGE: 1d3+4 CRITICAL: 20/x2 REACH: 5 ft.

Special Properties:

***Halberd** HAND: Both TYPE: PS SIZE: M CRITICAL: 20/x3 REACH: 5 ft.

TOTAL ATTACK BONUS: +7 DAMAGE: 1d10+6

Special Properties: brace, trip

*: 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
*Leather Armor	Light	+2	+6	+0	10
*Buckler	Shield	+1	-1		5

applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Halberd <small>brace, trip</small>	Equipped	1	12 / 10	
Leather Armor	Equipped	1	15 / 10	
Uniform (Soldier's)	Equipped	1	5 / 0	
Buckler <small>applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon</small>	Equipped	1	5 / 5	
TOTAL WEIGHT CARRIED/VALUE		37 lbs.	25gp	

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	
Gutter Rat [ARG]	

Often second-class citizens living in sprawling ghettos and slums, these humans work hard to eke out an existence in a city. Replace the skilled racial trait with heart of the slums and the bonus feat racial trait with mixed heritage (heart of the streets).

Heart of the Slums [ARG]	
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Humans who eke out a life in a city's teeming slums must be quick and clever. They gain a +2 racial bonus on Sleight of Hand and Stealth checks, and a +4 racial bonus on Survival checks in urban and underground settings. In addition, they may roll twice when saving against disease, taking the better roll.

Heart of the Streets [APG]	
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Humans from bustling cities are skilled with crowds. They gain a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class when adjacent to at least two other allies. Crowds do not count as difficult terrain for them. This racial trait replaces the skilled racial trait.

Mixed Heritage [ARG]	
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Often human civilization is defined by more than one characteristic. A human with this trait may select a second "Heart of the" racial trait.

Feats	
Weapon Focus (Halberd) [CR]	

You are especially good at using your chosen weapon.

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

Armor Proficiency, Heavy [Paizo Inc. - Core Rulebook, p.118]	
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You are skilled at wearing heavy armor.

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light [Paizo Inc. - Core Rulebook, p.118]	
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You are skilled at wearing light armor.

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium [Paizo Inc. - Core Rulebook, p.118]	
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You are skilled at wearing medium armor.

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Martial Weapon Proficiency [Paizo Inc. - Core Rulebook, p.130]	
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You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Shield Proficiency [Paizo Inc. - Core Rulebook, p.133]	
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You are trained in how to properly use a shield.

When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency [Paizo Inc. - Core Rulebook, p.133]	
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You are trained in the use of basic weapons.

You make attack rolls with simple weapons without penalty.

Tower Shield Proficiency [Paizo Inc. - Core Rulebook, p.135]	
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You are trained in how to properly use a tower shield.

When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

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, Shortspear, 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

Soldier

Human (Gutter Rat)

RACE

0

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

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: