

# Anton Gunter

NAME  
Ftr1 0  
CLASS EXPERIENCE  
1 2000  
Character Level NEXT LEVEL

# Reveen

PLAYERNAME  
Human Medium  
RACE SIZE  
18 Male  
AGE GENDER

DEITY  
5' 7" 180 lbs.  
HEIGHT WEIGHT  
Brown Red,  
EYES HAIR

Chaotic Good

ALIGNMENT  
VISION  
19  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	17	+3	17	+3	17	+3
<b>DEX</b> Dexterity	11	+0	11	+0	11	+0
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	9	-1	9	-1	9	-1
<b>WIS</b> Wisdom	11	+0	11	+0	11	+0
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

**HP** hit points: 12

**AC** armor class: 10

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 30 ft.

TOTAL: 10 : FLAT: 10 : TOUCH: 10 = 10 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0

**INITIATIVE** modifier: +0 = +0 + +0

TOTAL: +0 DEX MODIFIER: +0 MISC MODIFIER: +0

**BASE ATTACK** bonus: +1

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+2	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+0	+0	+0	+0	+0	+0		
<b>WILL</b> (wisdom)	+0	+0	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+4	+1	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+1	+1	+0	+0	+0	+0	
<b>CMB</b> attack bonus	+4	+1	+3	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>Offense</b>	+4	+4	+4	+4	+4	+4
<b>Defense</b>	14	14	14	14	14	14

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+3	20/x2	5 ft.

\*: 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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		1/1
				RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	0	= 0	+	+	
✓ Appraise	INT	-1	= -1	+	+	
✓ Bluff	CHA	0	= 0	+	+	
✓ Climb	STR	3	= 3	+	+	
✓ Craft (Untrained)	INT	-1	= -1	+	+	
✓ Diplomacy	CHA	0	= 0	+	+	
✓ Disguise	CHA	0	= 0	+	+	
✓ Escape Artist	DEX	0	= 0	+	+	
✓ Fly	DEX	0	= 0	+	+	
✓ Heal	WIS	0	= 0	+	+	
✓ Intimidate	CHA	4	= 0 + 1.0	+	3	
✓ Perception	WIS	0	= 0	+	+	
✓ Perform (Untrained)	CHA	0	= 0	+	+	
✓ Ride	DEX	0	= 0	+	+	
✓ Sense Motive	WIS	0	= 0	+	+	
✓ Stealth	DEX	0	= 0	+	+	
✓ Survival	WIS	0	= 0	+	+	
✓ Swim	STR	3	= 3	+	+	
			=	+	+	
			=	+	+	

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

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

## WEIGHT ALLOWANCE

Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

## Special Qualities

**Bonus Feat** [Paizo Publishing - Core Rulebook]

Humans select one extra feat at 1st level.

**Skilled** [Paizo Publishing - Core Rulebook]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

## Feats

**Defensive Combat Training** [Paizo Publishing - Core Rulebook, p.121]

You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).

**Power Attack** [Paizo Publishing - Core Rulebook, p.131]

You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 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. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. 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.

**Run** [Paizo Publishing - Core Rulebook, p.132]

When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

**Armor Proficiency, Heavy** [Paizo Publishing - Core Rulebook, p.118]

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 Publishing - Core Rulebook, p.118]

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 Publishing - Core Rulebook, p.118]

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 Publishing - Core Rulebook, p.130]

You make attack rolls with the selected weapon normally (without the non-proficient penalty).

**Shield Proficiency** [Paizo Publishing - Core Rulebook, p.133]

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 Publishing - Core Rulebook, p.133]

You make attack rolls with simple weapons without penalty.

**Tower Shield Proficiency** [Paizo Publishing - Core Rulebook, p.135]

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

## PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

## LANGUAGES

Common

## TEMPLATES