

Miranon

CHARACTER NAME
 Fighter 3
 CLASS
 3 / 2
 Character Level / CR
 5000 / 9000
 EXP / NEXT LEVEL

Marjolein

PLAYER NAME
 Half-Elf
 RACE
 Medium / 5 ft.
 SIZE / FACE
 5' 11"
 HEIGHT
 155 lbs.
 WEIGHT
 20
 AGE
 Male
 GENDER

Cayden Cailean
 DEITY

None
 REGION

Chaotic Good
 ALIGNMENT

Low-Light Vision
 VISION



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	17		+3		
DEX Dexterity	17		+3		
CON Constitution	16		+3		
INT Intelligence	13		+1		
WIS Wisdom	11		+0		
CHA Charisma	11		+0		

HP		WOUNDS: CURRENT HP					SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
hit points	36														Walk 30 ft.		
AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
armor class	21	18	13	10	7	1	3	0	0	0	0	0	30	-4	0	0	

INITIATIVE modifier	+5	=	+3	+	+2
TOTAL					
			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +1 Will vs. fear +2 vs. enchantment spells and effects
FORTITUDE (constitution)	+6	+3	+3	+0	+0	+0		
REFLEX (dexterity)	+4	+1	+3	+0	+0	+0		
WILL (wisdom)	+1	+1	+0	+0	+0	+0		

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

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+6	+6	+6	+6	+6	+6
Defense	19	19	19	19	19	19

*Longsword +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+7	1d8+4	2W-P-(OH)	+5	1d8+4	
1H-O	+11	1d8+4	2W-P-(OL)	+7	1d8+4	
2H	+7	1d8+5	2W-OH	+9	1d8+4	

*Masterwork Sword (Short)		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	P	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+7	1d6+3	2W-P-(OH)	+5	1d6+3	
1H-O	+11	1d6+3	2W-P-(OL)	+7	1d6+3	
2H	+7	1d6+3	2W-OH	+11	1d6+3	

*: 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
*Chainmail +1		Medium	+7	+2	-4	30

TOTAL SKILLPOINTS: 9		SKILLS				MAX RANKS: 3/3			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
<input type="checkbox"/>	Acrobatics	DEX	2	=	3	+	3	+	-4
<input type="checkbox"/>	Appraise	INT	1	=	1				
<input type="checkbox"/>	Bluff	CHA	0	=	0				
<input type="checkbox"/>	Climb	STR	5	=	3	+	3	+	-1
<input type="checkbox"/>	Craft (Untrained)	INT	1	=	1				
<input type="checkbox"/>	Diplomacy	CHA	0	=	0				
<input type="checkbox"/>	Disguise	CHA	0	=	0				
<input type="checkbox"/>	Escape Artist	DEX	-1	=	3				-4
<input type="checkbox"/>	Fly	DEX	-1	=	3				-4
<input type="checkbox"/>	Heal	WIS	0	=	0				
<input type="checkbox"/>	Intimidate	CHA	9	=	0	+	3	+	6
<input type="checkbox"/>	Knowledge (Engineering)	INT	5	=	1	+	1	+	3
<input type="checkbox"/>	Perception	WIS	2	=	0				2
<input type="checkbox"/>	Perform (Untrained)	CHA	0	=	0				
<input type="checkbox"/>	Ride	DEX	-1	=	3				-4
<input type="checkbox"/>	Sense Motive	WIS	0	=	0				
<input type="checkbox"/>	Stealth	DEX	-1	=	3				-4
<input type="checkbox"/>	Survival	WIS	0	=	0				
<input type="checkbox"/>	Swim	STR	-1	=	3				-4
			=		+				+
			=		+				+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Longsword +1	Equipped	1	4	2,315
Masterwork Sword (Short)	Equipped	1	2	310
Outfit (Explorer's)	Equipped	1	8	0
Chainmail +1	Equipped	1	40	1,300
Grappling Hook	Carried	1	4	1
Manacles (Medium)	Carried	1	2	15
Sunrod	Carried	1	1	2
Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.				
□				
Scroll (Bear's Endurance)	Carried	1	NaN	150
□				
TOTAL WEIGHT CARRIED/VALUE			61,01 lbs.	4,093 gp

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

LANGUAGES	
Common, Drow, Elven	

Traits	
Dirty Fighter	[Paizo Inc. - Advanced Player's Guide, p.328]
You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do a little bit more damage than normal. When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.	
Elven Reflexes	[Paizo Inc. - Advanced Player's Guide, p.331]
One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.	

Special Qualities	
Adaptability (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive Skill Focus as a bonus feat at 1st level.	
Armor Training (Ex)	[Paizo Inc. - Core Rulebook, p.55]
You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1	
Bonus Feats	[Paizo Inc. - Core Rulebook]
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)	[Paizo Inc. - Core Rulebook, p.55]
You gain a +1 bonus to Will saves against fear effects.	
Elf Blood (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves count as both elves and humans for any effect related to race.	
Elven Immunities (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Multitalented (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.	
Weapon and Armor Proficiency	[Paizo Inc. - Core Rulebook]
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).	

Feats	
Double Slice	[Paizo Inc. - Core Rulebook, p.122]
Add your Strength bonus to damage rolls made with your off-hand weapon.	
Skill Focus (Intimidate)	[Paizo Inc. - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Two-Weapon Defense	[Paizo Inc. - Core Rulebook, p.136]
When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.	
Two-Weapon Fighting	[Paizo Inc. - Core Rulebook, p.136]
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.	
Two-Weapon Fighting	[Paizo Inc. - Core Rulebook, p.136]
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.	

PROFICIENCIES

Atlatl, Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Double Chicken Saber, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, 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, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Waraxe (Dwarven), Warhammer, Wushu Dart

TEMPLATES

Miranon



Half-Elf

RACE

20

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

5' 11"

HEIGHT

155 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Description:

Biography: