

Kaneth Stearan

CHARACTER NAME

Fighter 7, Stalwart Defender 3

CLASS

10 Human / Humanoid (Human)

LEVEL

RACE

Andrew Christian

PLAYER NAME

Medium

SIZE

21

AGE

Male

GENDER

6 ft. 0 in.

HEIGHT

Neutral Good

ALIGNMENT

265 lbs

WEIGHT

Andoran

FACTION

Iomedae

DEITY

Green

EYES

Brown

HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	HP	TOTAL	TEMP.	NON LETHAL	WOUNDS	POINT TRACKER	DAMAGE REDUCTION
STR STRENGTH	24	+7			107						

DEX DEXTERITY	15	+2			AC ARMOR CLASS	33	+12	+4	+1	+0	+3	+2	+0	+11	-6	20 ft/x3
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CON CONSTITUTION	16	+3			TOUCH ARMOR CLASS	17	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	NATURAL ARMOR	DEFLECT BONUS	DODGE BONUS	SIZE MODIFIER	MISC.	ARMOR CHECK PENALTY	SPEED
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INT INTELLIGENCE	12	+1			FLAT FLAT-FOOTED	30	SR SPELL RESISTANCE	0	SPELL FAIL ARCANE SPELL FAILURE	50%	SKILLS					
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WIS WISDOM	10	+0			INIT INITIATIVE	+8	<input checked="" type="checkbox"/> Acrobatics Dex*1 +1 = 2 + 2 + -3 <input type="checkbox"/> Appraise Int1 +1 = 1 + 0 + 0 <input type="checkbox"/> Bluff Cha1 +1 = 1 + 0 + 0 <input checked="" type="checkbox"/> Climb Str*1 +13 = 7 + 7 + -1 <input type="checkbox"/> Craft (alchemy) Int1 +1 = 1 + 0 + 0 <input type="checkbox"/> Craft (armor) Int1 +8 = 1 + 4 + 3 <input checked="" type="checkbox"/> Craft (bows) Int1 +1 = 1 + 0 + 0 <input type="checkbox"/> Craft (trapmaking) Int1 +1 = 1 + 0 + 0 <input type="checkbox"/> Craft (weapons) Int1 +6 = 1 + 2 + 3 <input type="checkbox"/> Diplomacy Cha1 +1 = 1 + 0 + 0 <input type="checkbox"/> Disguise Cha1 +1 = 1 + 0 + 0 <input type="checkbox"/> Escape Artist Dex*1 -4 = 2 + 0 + -6 <input type="checkbox"/> Heal Wis1 +0 = 0 + 0 + 0 <input checked="" type="checkbox"/> Intimidate Cha1 +20 = 1 + 9 + 10 <input checked="" type="checkbox"/> Knowledge (dungeoneering) Int +6 = 1 + 2 + 3 <input checked="" type="checkbox"/> Perception Wis1 +6 = 0 + 3 + 3 <input type="checkbox"/> Perform (act) Cha1 +1 = 1 + 0 + 0 <input type="checkbox"/> Profession (soldier) Wis +6 = 0 + 3 + 3 <input checked="" type="checkbox"/> Ride Dex*1 +2 = 2 + 3 + -3 <input checked="" type="checkbox"/> Sense Motive Wis1 +6 = 0 + 3 + 3 <input type="checkbox"/> Stealth Dex*1 -4 = 2 + 0 + -6 <input type="checkbox"/> Survival Wis1 +4 = 0 + 1 + 3 <input checked="" type="checkbox"/> Swim Str*1 +10 = 7 + 4 + -1 <input checked="" type="checkbox"/> Resist exhaustion damage Str*1 +14 = 7 + (4) + 3									
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CHA CHARISMA	13	+1			BAB BASE ATTACK	+8	<table border="1"> <tr> <th>SAVING THROWS</th> <th>TOTAL</th> <th>BASE SAVE</th> <th>ABILITY MODIFIER</th> <th>MISC. BONUS</th> <th>TEMP. MODIFIER</th> </tr> <tr> <td>FORTITUDE CONSTITUTION</td> <td>+9</td> <td>+6</td> <td>+3</td> <td>+0</td> <td></td> </tr> <tr> <td>REFLEX DEXTERITY</td> <td>+6</td> <td>+4</td> <td>+2</td> <td>+0</td> <td></td> </tr> <tr> <td>WILL WISDOM</td> <td>+3</td> <td>+3</td> <td>+0</td> <td>+0</td> <td></td> </tr> </table>										SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER	FORTITUDE CONSTITUTION	+9	+6	+3	+0		REFLEX DEXTERITY	+6	+4	+2	+0		WILL WISDOM	+3	+3	+0	+0	
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CONDITIONAL MODIFIERS						
+4 CMD vs combat maneuver (Disarm)						
+4 CMD vs combat maneuver (Grapple)						
+4 vs fatg/exh/mrch/stre/thrsltmp						
+2 vs fear and fear effects						

CMB COMBAT MANEUVER BONUS	15	+8	+7	+0	+0	
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CMD COMBAT MANEUVER DEFENSE	33	+8	+9	+0	+16	
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MELEE						
TOTAL +15/+10 = +8 + +7 + +0 + +0 + +0						

RANGED						
TOTAL +10/+5 = +8 + +2 + +0 + +0 + +0						

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Bane (Giant) Longsword +3	+19/+14	1d8+12	19-20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lion's Shield Bash	+16/+11	1d4+11	20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lion's Shield Bite	+16/+11	2d6	20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

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Skills marked with 1 can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are class skills. \* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.



**ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES**

**NOTES**

ally a +2 trait bonus to his Armor Class. This bonus lasts for 1 round, so long as you and the target remain adjacent to one another. You can only use this ability if you are using a shield. You retain your shield bonus to your armor class when using this ability. (PFCo: HmoG 31)

-- ARMOR --

• LION'S SHIELD +2: This Legendary Lion's Shield bestows the following benefits to the wielder - 3/day Lion's Bite (2d6), 3/day Cure Serious Wounds, Armor Storing at will, Feat - Diehard [Shield (PFCR 467)]

-- WEAPONS --

• BANE (GIANT) LONGSWORD +3: A bane weapon excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes [Weapon 1 (PFCR); Bane (Giant) (PFCR 469)]

-- MAGIC ITEMS --

• BELT OF GIANT STRENGTH +2: This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength. [CL: 8th] [Belt/Waist (PFCR)]

• PIRATE'S EYE PATCH: This black silk eye patch is adorned by a skull and crossbones worked in silver thread. The wearer of this patch gains a +2 competence bonus on Swim and Climb checks. In addition, once per day, the wearer of this eye patch can gain the effects of either Touch of the Sea or Expeditious Retreat on command (wearer's choice). [CL: 2nd] [Eyes/Face (PFUEq 227)]

• BOOTS OF THE WINTERLANDS: This footwear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. Second, the boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, boots of the winterlands warm the wearer, as if he were affected by an endure elements spell. [CL: 5th] [Feet (PFCR)]

• RING OF PROTECTION +3: This ring offers continual magical protection in the form of a deflection bonus to AC. [CL: 5th] [Ring (RH) (PFCR 481)]



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