Kaneth Stearan	Andrew Christian			
Fighter 7, Stalwart Defender 3	Medium Male	Neutral Good	lomedae	JATHFINDER
10 LEVEL Human / Humanoid (Human)	AGE 21 6 ft. 0 in.	265 lbs	Green Brown	ROLEPLAYING GAME COMPATIBLE
ABILITY ABILITY TEMP TEMP		NON WOUND		DAMAGE REDUCTION
STR 24 +7 H		THAL WOUND		
	R CLASS	+4 + +1 +	+0 + +3 + +2 + +0	+ +11 -6 20 ft/x3
	JCH 17	ONUS MODIFIER	AATURAL DEFLECT DODGE SIZE ARMOR BONUS BONUS MODIFIEF	PENALTY 10
	AT 30		SKILL NAME	KEY SKILL ABILITY ABILITY MODIFIER ABILITY MODIFIER + RANKS +
WIS 10 +0 IN	ATIVE +8	JU /0	 Acrobatics Appraise 	$\begin{array}{c c} \text{Dex}^{*1} & \textbf{+1} & = & 2 & + & 2 & + & -3 \\ \text{Int}^{1} & \textbf{+1} & = & 1 & + & 0 & + & 0 \end{array}$
CHA 13 +1 BA		FION CHECK BONUS	Bluff ⊠ Climb	Cha ¹ $+1$ = 1 + 0 + 0 Str ^{*1} $+13$ = 7 + 7 + -1
CHARISMA BASE A SAVING THROWS TOTAL SAVE MODIFIER FORMULE	TEMP. CONDITIONAL	MODIFIERS	Craft (alchemy)	Int ¹ $+1 = 1 + 0 + 0$
FORTITUDE constitution +9 = +6 + +3 + +0	+4 CMD vs combat mane +4 CMD vs combat mane +4 vs fatg/exh/mrch/strve/	euver (Disarm) euver (Grapple)	Craft (armor)Craft (bows)	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
REFLEX +6 = +4 + +2 + +0	+2 vs fear and fear effects	ts	Craft (trapmaking)Craft (weapons)	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
DEXTERITY IO			Diplomacy	Cha ¹ $+1$ = 1 + 0 + 0
	TEMP.		Disguise Escape Artist	Cha ¹ $+1$ = 1 + 0 + 0 Dex ^{*1} -4 = 2 + 0 + -6
CMB 15 = $+8 + +7 + 0 + +0$	+ MODIFIER		Heal Intimidate	Wis1 $+0$ $=$ 0 $+$ 0 Cha1 $+20$ $=$ 1 $+$ 9 $+$ 10
COMBAT MANEUVER BONUS 33 = +8 + +9 + +0 + +16			Knowledge (dungeoneering)	Int +6 = 1 + 2 + 3
COMBAT MANEUVER DEFENSE TOTAL BAB STR+ SIZE MISC. MOD MOD			 Perception Perform (act) 	$\begin{array}{cccc} \text{Wis}^{1} & +6 & = & 0 & + & 3 & + & 3 \\ \text{Cha}^{1} & +1 & = & 1 & + & 0 & + & 0 \end{array}$
	TTACK MODIFIER BO	JNU3 MODIFIER	Profession (soldier)Ride	Wis +6 = 0 + 3 + 3 Dex ^{*1} +2 = 2 + 3 + -3
ATTACK BONUS	+8 + +7 + +0 + +	+0 + +0	Sense Motive	Wis ¹ +6 = 0 + 3 + 3
RANGED +10/+5 =	+8 + +2 + +0 + +	+0 + +0	Stealth Survival	$\begin{array}{c c} Dex^{*1} & -4 & = & 2 & + & 0 & + & -6 \\ Wis^{1} & +4 & = & 0 & + & 1 & + & 3 \end{array}$
WEAPON TOTAL ATTACK BONUS	DAMAGE	ODITION	SwimResist exhaustion damage	$\begin{array}{c c} \text{Str}^{*1} & \underline{+10} & = & 7 & + & 4 & + & -1 \\ \text{Str}^{*1} & \underline{+14} & = & 7 & + & (4) & + & 3 \end{array}$
Bane (Giant) Longsword +3 +19/+14 RANGE WEIGHT TYPE SIZE	1d8+12 SPECIAL PROPERTIES	19-20/x2		
- 4 lbs S Medium	CM +4; +2 hit, +2d6 vs Gia	ınt		=+ =+
				=++
Lion's Shield Bash +16/+11	1d4+11	CRITICAL 20/x2		= + +
- 0 lbs B Medium	SPECIAL PROPERTIES CM +2			=++ =++
				=++
WEAPON TOTAL ATTACK EONUS Lion's Shield Bite +16/+11	DAMAGE	CRITICAL 20/x2		=+
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE	DAMAGE 2d6 SPECIAL PROPERTIES	CRITICAL		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B	DAMAGE 2d6 Special properties CM +2	critical 20/x2		= + +
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE	DAMAGE 2d6 Special properties CM +2	critical 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium AMMUNITION IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	DAMAGE 2d6 SPECIAL PROPERTIES CM +2	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium WEAPON TOTAL ATTACK BONUS Image: Comparison of the second se	DAMAGE 2d6 SPECIAL PROPERTIES CM +2	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium WEAPON TOTAL ATTACK BONUS Image: Comparison of the second se	DAMAGE 2d6 SPECIAL PROPERTIES CM +2	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium WEAPON TOTAL ATTACK BONUS Image: Comparison of the second se	DAMAGE 2d6 SPECIAL PROPERTIES CM +2 DAMAGE SPECIAL PROPERTIES	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium WEAPON TOTAL ATTACK BONUS RANGE WEIGHT TYPE SIZE	DAMAGE 2d6 SPECIAL PROPERTIES CM +2 DAMAGE SPECIAL PROPERTIES CDAMAGE	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium - 0 lbs B Medium - 0 lbs B Size - 0 lbs B Medium - 0 lbs B Size - 0 lbs Size - - 0 lbs Size - - - Size - - - Size - - - Size - - - - - - - - -	DAMAGE 2d6 SPECIAL PROPERTIES DAMAGE DAMAGE SPECIAL PROPERTIES DAMAGE SPECIAL PROPERTIES	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium AMMUNITION	DAMAGE 2d6 SPECIAL PROPERTIES DAMAGE SPECIAL PROPERTIES SPECIAL PROPERTIES DAMAGE DAMAGE DAMAGE	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium - 0 lbs B Medium - 0 lbs B Indexingential stress WEAPON TOTAL ATTACK BONUS RANGE WEIGHT TYPE SIZE AMMUNITION	DAMAGE 2d6 SPECIAL PROPERTIES DAMAGE DAMAGE SPECIAL PROPERTIES DAMAGE SPECIAL PROPERTIES	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium MEAPON TOTAL ATTACK BONUS RANGE WEIGHT WEAPON TOTAL ATTACK BONUS MEAPON TOTAL ATTACK BONUS MEAPON TOTAL ATTACK BONUS RANGE WEAPON TOTAL ATTACK BONUS AMMUNITION MEAPON TOTAL ATTACK BONUS RANGE WEAPON TOTAL ATTACK BONUS RANGE WEIGHT TYPE SIZE AMMUNITION TOTAL ATTACK BONUS RANGE WEIGHT TYPE SIZE AMMUNITION TOTAL ATTACK BONUS	DAMAGE 2d6 SPECIAL PROPERTIES DAMAGE SPECIAL PROPERTIES SPECIAL PROPERTIES DAMAGE DAMAGE DAMAGE	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 Ibs B MEAPON Medium AMMUNITION Image: Size RANGE WEIGHT TYPE Size Image: Size RANGE WEIGHT TYPE Size Image: Size MMUNITION Image: Size WEAPON TOTAL ATTACK BONUS RANGE WEIGHT TYPE Size Image: WEIGHT TYPE Size Image: Size MEAPON Image: Size RANGE WEIGHT TYPE Size Image: WEIGHT TYPE Size Image: Size	DAMAGE 2d6 SPECIAL PROPERTIES CM +2 DAMAGE DAMAGE SPECIAL PROPERTIES DAMAGE DAMAGE DAMAGE SPECIAL PROPERTIES DAMAGE SPECIAL PROPERTIES	CRITICAL 20/x2		
WEAPON TOTAL ATTACK BONUS Lion's Shield Bite +16/+11 RANGE WEIGHT TYPE - 0 lbs B Medium WEAPON TOTAL ATTACK BONUS RANGE WEIGHT TYPE SIZE AMMUNITION Image: Comparison of the second	DAMAGE 2d6 SPECIAL PROPERTIES CM +2 DAMAGE DAMAGE SPECIAL PROPERTIES DAMAGE DAMAGE DAMAGE SPECIAL PROPERTIES DAMAGE SPECIAL PROPERTIES	CRITICAL 20/x2		

Skills marked with ' 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.

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		GE	AR				
ARMOR/PROTECTIVE ITEM	TYP	ΡE		ARMOR BONUS	MAX	C DEX BONUS	
Aronze Dragonhide Full Platemail	Heavy weight		+12 - special properties		+1		
-5 35% 20 ft	50 lbs		Immunity to Electricity				
HIELD/PROTECTIVE ITEM	SHIELD BO	ONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE	
Lion's Shield +2	+4			15 lbs	-1	15%	
			ROPERTIES				
	отн	FR PO	SSESSI	ONS			
Backpack (2g)		Wgt. 2		ITEN	1	Wgt.	
Bedroll (1sp)		5					
Blanket, winter (5sp)		3					
Flint & Steel (1gp) Lantern, Hooded (7gp)		0					
Oil, flask x 3 (3sp)		3					
Rope 50', silk (10g)		5					
Whetstone (2cp)		1					
Waterskin (1gp) Explorer's Outfit (10g)		8					
Acid (flask) x 2 (20g)		2					
Rations, Trail x 5 (25sp)		5		c Items Equi	pped by Sl	ot	
Potion of Lesser Restoration (300	Dg)			Vaist Slot f Giant Strengtl	h +2	1 lbs	
			Body	, i i i i i i i i i i i i i i i i i i i			
						0 lbs	
			Ches	t/Torso Slot		0 lbs	
			Eyes/	Face Slot		0.00	
				's Eye Patch		0 lbs	
			Feet S	Slot of the Winterla	inds	1 lbs	
			Hand			1 103	
				0.01		0 lbs	
			Head	Slot		0 lba	
			Head	band Slot		0 lbs	
			Neck	Slot		0 lbs	
			Ping	Slot (RH)		0 lbs	
				of Protection +3	3	0 lbs	
			Ring	Slot (LH)			
			Shou	Ider Slot		0 lbs	
			Wrict	/Arm Slot		0 lbs	
			WIISU			0 lbs	
Armor/Shield/Weap	ons Ibs	65		Total V	leight Carri	ed lbs 107.00	
ENCUMBRANCE		EXP		/ LEVEL	LÆ	NGUAGES	
233 466 700	1	105000	/	155,000	Com		
LIGHT MED HEAVY LOAD LOAD LOAD		BACK	GROUND	HISTORY	Gobli	<u>n</u>	
				Family has smal Consortium. Fath			
700 1,400 3,500 LIFT LIFT OFF PUSH	is a just	administr	ator within	the group, plaince. Aware o			
OVER GROUND DRAG	corruptic	on within t	he organiz	ation, but unable			
Unencumbered	Kaneth		is traning v	vith the Master of			
normal). military for seve			Society, then serving in the al tours, fighting slavers and				
	several	merits for	saving fell	nction, earning ow soldiers and			
	ilitary service, He became a en taking tasks by the local						
MONEY	leadersh	ip to prot	ect trade r	outes or to ferret			
PP GP 17246	evil denizens near cities and towns. He has a positive reputation with the locals as being a fair and hence transport here of late here.						
SP SP	singled of	out as an	st mercenary. has as of late been ut as an excellent personal guard for members of Society due to his selfless				
CP				ety due to his self s clients safe.			
Art Gems							
Misc.					——		

SPECIAL ABILITIES

HUMAN RACIAL TRAITS

Str: +2 TYPE: Humanoid (Human)

SIZE: Medium BONUS FEAT: Humans may choose a bonus feat at 1st level. HUMAN HERITAGE (Strength) : Humans get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.

SKILLED: Humans gain an additional skill rank at 1st level and one additional rank

whenever they gain a level. Automatic Languages: Common

Bonus Languages: Any

ARCHETYPES -

You have selected the following Archetypes: - Shielded Fighter (Fighter)

-- CLASS ABILITIES --· FAVORED CLASS (Fighter) : You've gain the following bonuses: +4 CMD /s. combat maneuver (Disarm), +4 CMD vs. combat maneuver (Grapple), and +3 Skill PointDisarm

ACTIVE DEFENSE: A shielded fighter gains a +2 bonus to Dodge AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. As a swift action, he may share this bonus with one adjacent ally, or +1 bonus to Dodge XC with all adjacent allies, until the beginning of his next trun. (PFAPG). BRAVERY: As a fighter of level 7 you get +2 bonus to Will saves vs. fear. (PFCR

or). DEFENSIVE POWER: As a stalwart defender gains levels, he augments his defensive stance. The stalwart defender gains the benefits of defensive powers only while in a defensive stance, and some of these powers require him to take an action first.

 Renewed Defense (Ex): As a standard action, you heals 1d8+3 points of damage.
 This power can be used only once per day and only while in a defensive stance. (PFAPG 278 - 279).

DEFENSIVE STANCE: You can enter a defensive stance, a position of readiness And trance-like determination. You can maintain this stance for 11 rounds per day. You can enter a defensive stance as a free action. While in a defensive stance, you gain a +2 dodge bonus to AC, a +4 morale bonus to his Strength and Constitution, as veril as a -2 morale bonus on Will saves. After ending the stance, you are fatigued or a number of rounds equal to 2 times the number of rounds spent in the stance. PFAPG 278).

FIGHTER BONUS FEATS: At 1st level, and at every even level, a you gain a bonus eat from the Combat Feats list. (PFCR 55). FIGHTER WEAPONS AND ARMOR: A fighter is proficient with all simple

and martial weapons and with all armor (heavy, medium, and light) and shields

including tower shields). (PFCR 55).

When making a shield shield of fighter gains a +1 bonus on attack and damage rolls when making a shield bash. With a full attack action, a shield of fighter may alternate between using his weapon or his shield for each attack. This action does not grant

Additional attacks or incur penalties as two-weapon fighting does. (PFAPG). AC BONUS: A stalwart defender receives a +1 dodge bonus to AC. (PFAPG 2: STALWART WEAPONS AND ARMOR: A stalwart defender is proficient with all (PFAPG 278) simple and martial weapons, all types of armor, and shields (including tower shields). (PFAPG 277)

UNCANNY DODGE: Retain your Dexterity bonus to AC (if any) even aught flat-footed or struck by an invisible attacker. You still loses Dexterity bonus to AC if immobilized. (PFCR 34).

GENERAL FEATS -

DIEHARD: When reduced below 0 HP but not dead, you can choose to automatically stabilize and can act as if disabled [PFCR 566] instead of dying (bid). You will be staggered (move actions only; standard actions and swift casting cause 1 point of damage). At -16 HP, you die. (PFCR 122)

ENDURANCE: Gain a +4 on the following checks: Swim to resist

nonlethal, Constitution to continue running, hold your breath, and to avoid nonlethal rom a forced march, starvation or thirst. Fortitude to avoid nonlethal from hot or cold environments, and resist damage from suffocation. You may sleep in light or

redum armoving without becoming fatigued. (PFCR 122) • LEADERSHIP: You gain a cohort and followers by the rules in [PFCR 129-130]. Several factors can affect your base Leadership score (11). (PFCR 129-130)

- COMBAT FEATS -

ARMOR PROFICIENCY (LIGHT / MEDIUM / HEAVY): When you wear a type of armor in which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and

Tumble checks. (PFCR 118) DODGE: +1 dodge bonus to AC. If you lose your Dex bonus, you lose this bonus too. PFCR 122)

IMPROVED INITIATIVE: You get a +4 bonus on initiative checks. (PFCR 127)

IMPROVED INTERTING FOU get a 44 bonus of initiative creeks, (PFCR 127) IMPROVED SHELD BASH: When you perform a shield bash, you may still apply he shield's shield bonus to your AC. (PFCR 128) INTIMIDATING PROWESS: Add your Strength modifier to Intimidate skill checks

addition to your Charisma modifier. (PFCR 128) QUICK DRAW: You can draw a weapon as a free action instead of as a move action. /ou can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of

statacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat. (PFCR 131-132) • SHIELD PROFICIENCY: You can use a shield and take only the standard

enalties. (PECR 133)

TOUGHNESS: +10 hit points. (PFCR 135) TOWER SHIELD PROFICIENCY: You can use a tower shield and suffer only he standard penalties. (PFCR 135-136)

WEAPON FOCUS (Longsword): You gain a +1 bonus on all attack rolls you make using the selected weapon. You can gain this feat multiple times. Its effects not stack. Each time you take the feat, it applies to a new type of weapon. (PFCR 36-137)

WEAPON SPECIALIZATION (Longsword): You gain a +2 bonus on all damage rolls you make using the selected weapon(s). (PFCR 137)

- TRAITS

 DEFENDER OF THE SOCIETY (Combat): Your time spent fighting and studying the greatest warriors of the Society has taught you new defensive skills while wearing armor. You gain a +1 trait bonus to Armor Class when wearing medium or eavy armor. (PECh: EcGd 62)

PARAGON OF SPEED (Regional): You are quicker than normal members of your race, and gain a +2 trait bonus on initiative checks. (PFCo: ISP)

SHELD BARRIER (Race: Human): You have survived many battles thanks to your skill with your shield. When performing a shield bash, you deal 1 additional point of damage. Also, once per day on your turm as a free action, you may provide one adjacent ally a +2 trait bonus to his Armor Class. This bonus lasts for 1 round, so long as you

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES

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 --

MAGIC IT EWS - 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 because as fully acted this patch is addition.

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 footgear 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)]



NOTES