ARMOR

Banded Mail Armor	Adj.	Check Adj.:

Heavy	Max Dex: 2	Bonus: +7	Armor Check: -7	Spell Fail: 35%	35 lb.

Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets

Notes:

SHIELD

Heavy Wooden Shield	Adj. +1	Check Adj.:

Max Dex:	Bonus: +2	Armor Check: -2	Spell Fail: 15%	10 lb.

Desc: Shield hand can only use shield

Notes:

COINS

Platinum:	10	pp
Gold:	50	gp
Silver:	65	sp
Copper:	50	cp

GEMS

SPELLS

Arcane Spell Failure: 50% Adj.:

Casting Class:			
Caster Level:			
Caster level adj:			
Spell / day adj:			
Spell known adj:			

Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Torso:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

LOCATIONS

Tag	Weight

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GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.				
Dagger		1	1	Pouch		1	1	Backpack		1	2
Longsword		1	4	Potion of Cure light wounds		1		Bedroll		1	5
Greatsword		1	8					Torch		5	5
								Flint and Steel		1	
								Waterskin		1	4
								Rations		3	3
								Flask		1	2
								Silk Rope		1	5
				Pouch		1	1				
								Gregor's Journal		1	1

85.1 lb.	Light	2		550 gp
Total Weight	Load Class	Max Dex	Chk Pen.	Total Value

ENCUMBRANCE

Light	Medium	Heavy	Lift	Drag	Adj
100.0	200.0	300.0	600.0	1,500.0	

FEATS

Selection List: All Feats and Traits

6	=	3	+	3	+	

Shield Focus	+1 bonus to AC while holding your Heavy Wooden Shield	√
Power Attack	Make exceptionally deadly melee attacks by sacrificing accuracy for strength	√
Cleave	You can strike two adjacent foes with a single swing, but -2 to AC	
Great Cleave	You can strike a number of adjacent foes with a single mighty swing (-2 AC)	
Combat Expertise	Trade attack bonus for AC	√
Improved Disarm	+2 on disarm CMB/CMD; no attack of opportunity	√

INFO

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Fighter (P) 4th

Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)
3x bonus combat feat
Armor Training (Ex): Current armor is a Banded Mail Armor
- No speed reduction for a Medium Armor
- Reduce the Armor Check penalty by 1
- +1 to the Maximum DEX bonus of the armor

Conditional Bonus - Feats

+2 on disarm CMB/CMD [Improved Disarm]

Conditional Bonus - Fighter (P) Class

+1 to Will saves vs fear [Bravery]

Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

Languages (x3)

Common, Dwarven, Gnomish

CHARACTER STATUS

No errors detected

TRACKERS

	Initial	Spent	Reset	Avail.

LANGUAGES

	Avail.	Adj.
	3	

Common

Dwarven, Gnomish

Spell Difficulty Class Adj.

SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.

Spell per day Adjustments & Effects

	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Spell Known Adjustments & Effects

	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Manifester Class Level Adjustments

All Aspects :								
Power Effects :								
Powers Known :								
Max. Pwr lvl Known :								
Power Points :								