

Zweimärsche Henderthane

Player: Scott David Gray

Male human (Chelaxian) fighter (two-handed fighter) 3 - CR 2

Lawful Neutral Humanoid (Human); Deity: **Abadar**; Age: 18; Height: 5' 4"; Weight: 140lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
REFLEX (DEXTERITY)	+3	=	+1	+2			
WILL (WISDOM)	+1	=	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21	=	+9		+1			+1	+11
Touch AC 12								
Flat-Footed AC 19								
CM Bonus +6	=	+3	+4	-	-			

+7 Sundering

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	20	=	10	BAB	Strength	Dexterity	Size
				+3	+4	+2	-

21 vs. Sunder

Base Attack	+3	HP	31
Initiative	+4	Damage / Current HP	
Speed	30 / 20 ft		

Arrows

Crit: x2
Ammo, P

Ex-Asmodean: +1 trait bonus vs. House Thrune and worshippers of Asmodeus

Composite longbow

Ranged, both hands: +5, 1d8+2

Crit: x3
Rng: 110'
2-hand, P

Ex-Asmodean: +1 trait bonus vs. House Thrune and worshippers of Asmodeus

Masterwork full plate

+9

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+5	STR (4)	3	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-3	DEX (2)	-	
Fly	-3	DEX (2)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (-1)	1	
Perception	+7	WIS (0)	3	
Ride	-3	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	-3	DEX (2)	-	
Survival	+6	WIS (0)	3	
Swim	+3	STR (4)	1	

Feats

Armor Proficiency (Heavy)

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)

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)

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.

Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Dodge

+1 AC.

Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -1/+2

You can subtract from your attack roll to add to your damage.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Weapon Focus (Falchion)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Ex-Asmodean

+1 trait bonus on attacks and damage or spell DCs vs. House of Thrune and worshippers of Asmodeus

Traits

Seeker

Drawbacks

Dagger

Dagger

Gauntlet (from Armor)

Silversheen falchion

Unarmed strike

Experience & Wealth

Gear

Special Abilities

Tracked Resources

Languages

Situational Modifiers

Background

- 4: Weapon Specialization
- 5: Toughness
- 6: Vital Strike
- 7: Combat Reflexes
- 8: Improved Critical (Retrain Cleave to Lunge)
- 9: Critical Focus: Falchion
- 10: Greater Weapon Focus: Falchion
- 11: Improved Sunder
- 12: Greater Weapon Specialization: Falchion
- 13: Sundering Strike
- 14: Staggering Critical
- 15: Blinding Critical
- 16: Critical Mastery
- 17: Stunning Critical
- 18: Iron Will
- 19: Improved Iron Will
- 20: Improved Initiative

Sourcebooks Used

- **Advanced Player's Guide** - Furious Focus (feat); Two-Handed Fighter (archetype)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Reactionary (trait)
- **Adventurer's Armory / Ultimate Equipment** -
Grappling arrow (equipment)
- **Hell's Rebels** - Ex-Asmodean (trait)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian
(race option)
- **Quests & Campaigns** - Oppressive Expectations (???)
- **Ultimate Campaign** - Seeker (trait)

Zweimärsche Henderthane – Abilities & Gear

Cleave

Feat

You can strike two adjacent foes with a single swing.

Prerequisites: STR 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Appears In : Not New Paths Option: Use Scaling Feats

Dodge

Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Furious Focus

Feat

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Note: Because the first listed attack roll for a weapon isn't only used for normal attacks - it's also used for Attacks of Opportunity and some special circumstances, the effects of furious focus are not incorporated into the attack roll while the power attack feat is turned on. Because of this, you will need to decide when furious focus does apply to an attack you are making and apply its effects.

Appears In : Advanced Player's Guide

Power Attack -1/+2

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: 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.

Addition from Furious Focus : When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Weapon Focus (Falcon)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Ex-Asmodean

Trait

You, or perhaps your family, were once worshipers of Asmodeus, but something happened that made you lose your faith. Perhaps your family was asked to give up something dear as a sacrifice, such as the life of a newly born brother or sister. Maybe the church used your family as a scapegoat to cover up a crime someone higher in the church committed. Or perhaps you simply met someone who opened your eyes and showed you the truth—that Asmodeus does not care for his followers, and that the deity of your new religion does. In any event, you left the church, and as a result, your family was punished; they were either put in prison, exiled from Kintargo, or perhaps even executed. Ever since, you've vowed to some day get revenge against the church.

Choose one: you gain a +1 trait bonus on attack rolls and weapon damage rolls or you gain a +1 trait bonus on the save DCs of your spells against agents of House Thrune and worshipers of Asmodeus, including most (but not all) devils.

Appears In : Hell's Rebels

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Seeker

Trait

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Appears In : Ultimate Campaign

Overhand Chop (Ex)

Class Ability (Fighter)

At 3rd level, when a two-handed fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls. This ability replaces armor training 1.

Shattering Strike +1 (Ex)

Class Ability (Fighter)

At 2nd level, a two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd. This ability replaces bravery.