

Ker Blakros-Leroung

Male human aristocrat 2/fighter 10, The Exchange
faction - CL12 - CR 11

True Neutral Humanoid (Human); Age: 27; Height: 5' 5";
Weight: 155lb.; Eyes: Blue; Hair: Blond; Skin: Pale

Ability	Score	Modifier	Temporary
STR STRENGTH	20/22	+5/+6	
DEX DEXTERITY	14/16	+2/+3	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	15	+2	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+7	+3				
REFLEX (DEXTERITY)	+6 =	+3	+3				
WILL (WISDOM)	+8 =	+6	+2				

Bravery: +3 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 36 =	+12	+7	+3		+2	+2		
Touch AC 15	Flat-Footed AC 33							
	BAB	Strength	Size	Misc				

CM Bonus +14 =	+11	+6	-	-
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+16 Bull Rushing

CM Defense 32 = 10	BAB	Strength	Dexterity	Size
	+11	+6	+3	-

34 vs. Bull Rush

Base Attack	+11	HP	106
Initiative	+5	Damage / Current HP	
Speed	30 ft		

+3 mithral full plate

+12

Max Dex: +5, Armor Check: -1
Spell Fail: 25%, Medium

+3 mithral heavy steel shield

+7

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

Character Number: 14034 - 32



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Appraise	+8	INT (0)	5	
Bluff	+6	CHA (-2)	5	
Climb	+5	STR (6)	-	
Diplomacy	+6	CHA (-2)	5	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Handle Animal	+6	CHA (-2)	5	
Heal	+2	WIS (2)	-	
Intimidate	+13	CHA (-2)	12	
Knowledge (nobility)	+8	INT (0)	5	
Linguistics	+5	INT (0)	2	
Perception	+6	WIS (2)	1	
Perform (dance)	+2	CHA (-2)	1	
Perform (keyboard instruments)	+2	CHA (-2)	1	
Ride	+10	DEX (3)	5	
Sense Motive	+6	WIS (2)	1	
Stealth	+2	DEX (3)	-	
Survival	+6	WIS (2)	1	
Swim	+9	STR (6)	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.

Feats

Cleave

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

Double Slice

Add your full STR bonus to off-hand attacks.

Great Cleave

You can use Cleave an unlimited number of times per round.

Greater Shield Focus

+1 AC when using a shield.

Improved Bull Rush

You don't provoke attacks of opportunity when bull rushing.

Improved Shield Bash

You still get your shield bonus while using Shield Bash.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -3/+6

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

Shield Focus

+1 Shield AC

Shield Master

No off-hand penalties for shield bashes, add a shield's enhancement bonus to attack rolls.

Shield Proficiency

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

Shield Slam

Shield Bash attack gives a free bull rush on a hit.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Step Up

When a foe makes a 5 ft step away from you, you can move 5 ft to follow them.

Tower Shield Proficiency

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

Two-Weapon Defense

+1 to AC while wielding 2 weapons. +2 when doing so defensively.

Two-Weapon Fighting

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.

Traits

Focused Mind

+2 to Concentration checks

Reactionary

+2 Initiative

+2 merciful vicious adamantine longsword

Main hand: **+18/+13/+8,**

1d8+16 nonlethal plus 1d6

non-lethal plus 2d6

Both hands: **+18/+13/+8,**

1d8+19 nonlethal plus 1d6

non-lethal plus 2d6

Main w/ offhand: **+14/+9/+4,**

1d8+16 nonlethal plus 1d6

non-lethal plus 2d6

Main w/ light off.: **+16/+11/+6,**

1d8+16 nonlethal plus 1d6

non-lethal plus 2d6

Offhand: **+14, 1d8+16**

nonlethal plus 1d6 non-

lethal plus 2d6

Crit: 19-20/x2

1-hand, S,

Experience & Wealth

Experience Points: 33/36

Current Cash: **You have no money!**

The Exchange: **Fame: 0, PP: 0**

+3 heavy shield bash

Main hand: **+18/+13/+8, 1d4+13**

Crit: x2
1-hand, B

Both hands: **+18/+13/+8, 1d4+16**

Main w/ offhand: **+18/+13/+8, 1d4+13**

Main w/ light off.: **+18/+13/+8,
1d4+13**

Offhand: **+18, 1d4+13**

Dagger

Main hand: **+14/+9/+4, 1d4+12**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+10/+5/+0,**

1d4+12

Main w/ light off.: **+12/+7/+2,**

1d4+12

Offhand: **+12, 1d4+12**

Ranged: **+14/+9/+4, 1d4+6**

Ranged w/ offhand: **+10/+5/+0,**

1d4+6

Ranged w/ light off.: **+12/+7/+2,**

1d4+6

Ranged offhand: **+12, 1d4+6**

Dagger

Main hand: **+14/+9/+4, 1d4+12**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+10/+5/+0,**

1d4+12

Main w/ light off.: **+12/+7/+2,**

1d4+12

Offhand: **+12, 1d4+12**

Ranged: **+14/+9/+4, 1d4+6**

Ranged w/ offhand: **+10/+5/+0,**

1d4+6

Ranged w/ light off.: **+12/+7/+2,**

1d4+6

Ranged offhand: **+12, 1d4+6**

Gauntlet (from Armor)

Main hand: **+15/+10/+5, 1d3+13**

Crit: x2
Light, B

Main w/ offhand: **+11/+6/+1, 1d3+13**

Main w/ light off.: **+13/+8/+3, 1d3+13**

Offhand: **+13, 1d3+13**

Unarmed strike

Main hand: **+15/+10/+5**, Crit: x2
1d3+13 nonlethal Light, B, Nonlethal
Main w/ offhand: **+11/+6/+1**,
1d3+13 nonlethal
Main w/ light off.: **+13/+8/+3**,
1d3+13 nonlethal
Offhand: **+13**, **1d3+13**
nonlethal

Gear

Total Weight Carried: 66/520 lbs, Encumbrance Ignored
(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

+2 merciful vicious adamantite longsword	4 lbs
+3 heavy shield bash	-
+3 mithral full plate	25 lbs
+3 mithral heavy steel shield	7.5 lbs
Amulet of natural armor +2	-
Backpack (8 @ 6.5 lbs)	2 lbs
Belt of physical perfection +2	1 lb
Belt pouch (1 @ 0 lbs)	0.5 lbs
Boots of speed (10 rounds/day)	1 lb
Carpet of flying II	10 lbs
Dagger	1 lb
Dagger	1 lb
Everburning torch	1 lb
Explorer's outfit (Free)	-
Flint and steel <In: Backpack (8 @ 6.5 lbs)>	-
Holly and mistletoe <In: Belt pouch (1 @ 0 lbs)>	-
Ring of protection +2	-
Soap <In: Backpack (8 @ 6.5 lbs)>	0.5 lbs
Trail rations x5 <In: Backpack (8 @ 6.5 lbs)>	1 lb
Waterskin	4 lbs
Whetstone <In: Backpack (8 @ 6.5 lbs)>	1 lb

Special Abilities

Bravery +3 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Merciful

A *merciful* weapon deals an extra 1d6 points of damage, but all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until told to resume it (allowing it to deal lethal damage, but without any bonus damage).

Weapon Training (Blades, Heavy) +2 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Weapon Training (Close) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Tracked Resources

Boots of speed (10 rounds/day)

Dagger

Dagger

Trail rations

Languages

Common
Elven
Infernal

Situational Modifiers

Will Save
Bravery: +3 vs. fear

Ker Blakros-Leroung – 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.

Addition from Great Cleave : You may use Cleave against any number of opponents per round.

Appears In : Not New Paths Option: Use Scaling Feats

Double Slice Feat

Your off-hand weapon while dual-wielding strikes with greater power.

Prerequisite: Dex 15, Two-Weapon Fighting.

Benefit: Add your Strength bonus to damage rolls made with your off-hand weapon.

Normal: You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

Great Cleave Feat

You can strike many adjacent foes with a single blow.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

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 previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. 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

Greater Shield Focus Feat

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Focus, Shield Proficiency, base attack bonus +1, 8th-level fighter.

Benefit: Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Improved Bull Rush Feat

You are skilled at pushing your foes around.

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

Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

Appears In : Not New Paths Option: Use Scaling Feats

Improved Shield Bash Feat

You can protect yourself with your shield, even if you use it to attack.

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character that performs a shield bash loses the shield's shield bonus to AC until his next turn (see Equipment).

Power Attack -3/+6 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.

Shield Focus Feat

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: Increase the AC bonus granted by any shield you are using by 1.

Addition from Greater Shield Focus : The bonus granted increases by 1.

Shield Master Feat

Your mastery of the shield allows you to fight with it without hindrance.

Prerequisites: Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

Benefit: You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's enhancement bonus to attacks and damage rolls made with the shield as if it was a weapon enhancement bonus.

Shield Slam Feat

In the right position, your shield can be used to send opponents flying.

Prerequisites: Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

Benefit: Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Combat). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.

Ker Blakros-Leroung – Abilities & Gear

Step Up

Feat

You can close the distance when a foe tries to move away.

Prerequisite: Base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Two-Weapon Defense

Feat

You are skilled at defending yourself while dual-wielding.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: 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

Feat

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: 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 Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Focused Mind

Trait

Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.

Benefit: You gain a +2 trait bonus on concentration checks.

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

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

Bravery +3 (Ex)

Class Ability (Fighter)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Weapon Training (Blades, Heavy) +2 (Ex) Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Blades, Heavy : bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

Weapon Training (Close) +1 (Ex) Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Close: gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

Merciful (+2 merciful vicious adamantine longswor) Weapon Power

A *merciful* weapon deals an extra 1d6 points of damage, but all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until told to resume it (allowing it to deal lethal damage, but without any bonus damage from this ability).

Construction

Requirements: Craft Magic Arms and Armor, *cure light wounds*

Ring of protection +2

Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

Amulet of natural armor +2 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +2.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 4,000 gp

Belt of physical perfection +2 Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 8,000 gp

Boots of speed (10 rounds/day) Wondrous Item (Feet)

As a free action, the wearer of *boots of speed* can click her heels together, letting her act as though affected by a *haste* spell for up to 10 rounds each day. The *haste* effect's duration need not be consecutive rounds.

Construction

Requirements: Craft Wondrous Item, *haste*; **Cost** 6,000 gp

Carpet of flying II Wondrous Item

This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it - if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size - Capacity - Speed
5 ft. by 10 ft. - 400 lb. - 40 ft.

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. A *carpet of flying* can hover without making a Fly skill check and gives a +5 bonus to other Fly checks.

Construction

Requirements Craft Wondrous Item, *overland flight*; **Cost** 17,500 gp