



CHARACTER			
NAME Eòghann MacPheadrais		PLAYER Scott David Gray	
CLASS/LEVEL Fighter 1	ANCESTRY Human	EXPERIENCE 0	
BACKGROUND Gladiator	ALIGNMENT Neutral Good	DEITY Shelyn	
SIZE Medium	AGE 37	HEIGHT 70	WEIGHT 160
GENDER Male	HAIR Light brown	EYES Blue	SKIN Fair
LANGUAGE(S) Common, Shoanti			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
20 ft.	14	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
19	19	0

SENSES						
	TOTAL	ABILITY MOD	T	E	M	L
Perception (Wis)	+3	= +2	●	●	●	●

SAVING THROWS						
	TOTAL	ABILITY MOD	T	E	M	L
Fort (Con)	+3	= +2	●	●	●	●
Ref (Dex)	+3	= +2	●	●	●	●
Will (Wis)	+2	= +1	●	●	●	●

ARMOR CLASS						
	TOTAL	ABILITY MOD	T	E	M	L
TAC TOUCH ARMOR CLASS	14	= 10	+1	●	●	●
AC ARMOR CLASS	16	= 10	+1	●	●	●

	TOTAL	ABILITY MOD	T	E	M	L	PROF	ITEM	MISC
<input checked="" type="checkbox"/> ACROBATICS (DEX)	-3	= +1	●	●	●	●	+1	-5	
<input type="checkbox"/> ARCANA (INT)	+1	= +2	●	●	●	●	-1	+0	
<input checked="" type="checkbox"/> ATHLETICS (STR)	-1	= +3	●	●	●	●	+1	-5	
<input checked="" type="checkbox"/> CRAFTING (INT)	+3	= +2	●	●	●	●	+1	+0	
<input type="checkbox"/> DECEPTION (CHA)	+0	= +1	●	●	●	●	-1	+0	
<input type="checkbox"/> DIPLOMACY (CHA)	+2	= +1	●	●	●	●	+1	+0	
<input checked="" type="checkbox"/> GLADIATORIAL LORE (INT)	+3	= +2	●	●	●	●	+1	+0	
<input type="checkbox"/> INTIMIDATION (CHA)	+0	= +1	●	●	●	●	-1	+0	
<input type="checkbox"/> MEDICINE (WIS)	+0	= +1	●	●	●	●	-1	+0	
<input type="checkbox"/> NATURE (WIS)	+0	= +1	●	●	●	●	-1	+0	
<input type="checkbox"/> OCCULTISM (INT)	+1	= +2	●	●	●	●	-1	+0	
<input type="checkbox"/> PERFORMANCE (CHA)	+2	= +1	●	●	●	●	+1	+0	
<input type="checkbox"/> RELIGION (WIS)	+0	= +1	●	●	●	●	-1	+0	
<input type="checkbox"/> SOCIETY (INT)	+1	= +2	●	●	●	●	-1	+0	
<input type="checkbox"/> STEALTH (DEX)	-5	= +1	●	●	●	●	-1	-5	
<input type="checkbox"/> SURVIVAL (WIS)	+0	= +1	●	●	●	●	-1	+0	
<input type="checkbox"/> THIEVERY (DEX)	-5	= +1	●	●	●	●	-1	-5	
signatureSkill Armor check penalty applies									

ACTIONS, REACTIONS AND ACTIVITIES	
	Attack of Opportunity When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.
	Power Attack Make a melee strike that gains 1 extra weapon damage dice.

ABILITY SCORES		
	SCORE	ABILITY MOD
STR Strength	16	+3
DEX Dexterity	12	+1
CON Constitution	12	+1
INT Intelligence	14	+2
WIS Wisdom	12	+1
CHA Charisma	12	+1

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
2	2	0	+1	+1



EQUIPMENT	
NAME	BULK
Weapons	
Fist (Expert)	
Gnome flickmace (Trained)	2
Hand crossbow (Expert)	0.2
Armor	
Breastplate (Trained)	2
Heavy steel shield (Trained)	1
5/13 bulk	

WEALTH
0 cp 0 sp 0 gp 0 pp

OTHER

WEAPON PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Exotic Weapons
EXPERT WEAPON PROFICIENCIES All Simple Weapons, All Martial Weapons

WEAPONS	
NAME	WEAPON PROPERTIES
	Melee +5 / +1 / -3
Fist (Expert)	Damage 1d4+3 B Critical 2d4+6 traits Agile, finesse, nonlethal, unarmed
	Melee +4 / -1 / -6
Gnome flickmace (Trained)	Damage 1d8+3 B Critical 2d8+6 traits Gnome, reach
	Ranged +3 / -2 / -7 P
Hand crossbow (Expert)	Damage 1d6 P Critical 2d6 traits –

ACTIONS, REACTIONS AND ACTIVITIES	
	Attack of Opportunity When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.
	Power Attack Make a melee strike that gains 1 extra weapon damage dice.

ARMOR PROFICIENCIES
TRAINED ARMOR PROFICIENCIES All Light Armor, All Medium Armor, All Heavy Armor, All Shields, Unarmored defense

ABILITIES AND FEATS
Attack of Opportunity When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.
Fascinating Performance You can fascinate an observer with your Performace skill.
Power Attack Make a melee strike that gains 1 extra weapon damage dice.
Unconventional Weaponry (Gnome flickmace) Gain access to an uncommon weapon with an ancestry trait of your choice.

WEAPONS

AMMUNITION

ARMOR

GEAR

SNARES

ALCHEMICAL ITEMS

MAGIC ITEMS

EXPERIENCE POINTS	
EXPERIENCE	NEXT LEVEL
0 XP	3 XP
Gained:	

[illegible]

EQUIPMENT DESCRIPTIONS

Weapons

Fist

Gnome flickmace

Hand crossbow

Armor

Breastplate

Heavy steel shield

ABILITY DESCRIPTIONS

Attack of Opportunity

You gain the Attack of Opportunity reaction.

(R) ATTACK OF OPPORTUNITY

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

Make a melee Strike against the triggering creature at a -2 penalty. If the attack hits and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to it.

Fascinating Performance

When you use the Perform action, compare your check result to the Will DC of one observer. If you succeed, the target is fascinated with you for 1 round; if the observer is in a situation that demands immediate attention, such as combat, you must critically succeed to fascinate the target. You must choose which creature you're attempting to fascinate before you roll your check, and regardless of your result, the target is bolstered against your Fascinating Performance.

If you're an expert in Performance, you can compare your check result to the Will DCs of up to four observers and fascinate any number of them. If you're a master in Performance you can fascinate up to 10 observers with a single check, and if you're legendary in Performance you can try to fascinate any number of observers at the same time.

Power Attack

Make a melee Strike. It gains the following enhancement.

Enhancement You deal an extra weapon damage die. If you're at least a 10th-level fighter, you deal two extra weapon damage dice. This counts as two attacks when calculating your multiple attack penalty.

Unconventional Weaponry

You've familiarized yourself with a weapon from another ancestry or culture. You gain access to an uncommon weapon with an ancestry trait of your choice. This doesn't change your proficiency for that weapon. For more about weapons, see page 178.