

Alejandro Martin

Player: Scott David Gray

Male Human (Taldan) Fighter (Two-Weapon Fighter) 6,
Andoran faction - CR 5

Lawful Good Humanoid (Human); Atheist; Age: 31; Height:
6'; Weight: 190lb.; Eyes: Dark; Hair: Dark; Skin: Olive

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	7	-2	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+5	+1				
REFLEX (DEXTERITY)	+6 =	+2	+4				
WILL (WISDOM)	+0 =	+2	-2				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23 = 10	+7		+4		+1	+1		
Touch AC 15	Flat-Footed AC 19							

CM Bonus	+8 =	BAB	Strength	Size	Misc
		+6	+2	-	-

+12 Grappling

CM Defense	23 = 10	BAB	Strength	Dexterity	Size
		+6	+2	+4	-

Total	Damage / Current HP
HP 52	

Base Attack	+6	Initiative	+10
--------------------	----	-------------------	-----

Speed	30 ft
--------------	-------

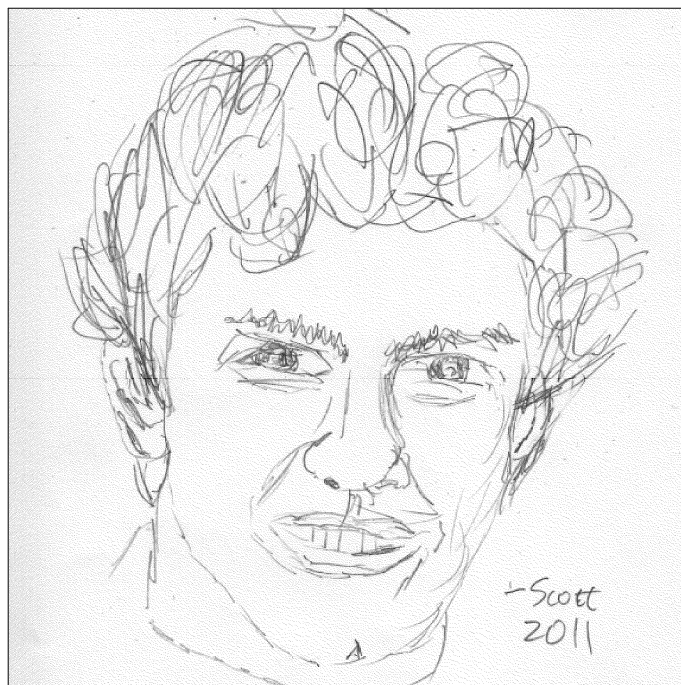
+1 Rapier

Mainhand: +11/+6, 1d6+3 Crit: 18-20/x2
Both Hands: +11/+6, 1d6+3 1-Hand, P
Main w/ Offhand: +7/+2, 1d6+3
Main w/ Light Off.: +9/+4, 1d6+3
Offhand: +7, 1d6+2

+1 Shortsword

Mainhand: +11/+6, 1d6+3 Crit: 19-20/x2
Main w/ Offhand: +7/+2, 1d6+3 Light, P
Main w/ Light Off.: +9/+4, 1d6+3
Offhand: +9, 1d6+2

Character Number: 14034 - 1



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (4)	6	
Appraise	+3	INT (3)	-	
Bluff	+0	CHA (0)	-	
Climb	+11	STR (2)	6	
Diplomacy	+9	CHA (0)	6	
Disguise	+0	CHA (0)	-	
Escape Artist	+10	DEX (4)	6	
Fly	+4	DEX (4)	-	
Handle Animal	+4	CHA (0)	1	
Heal	-2	WIS (-2)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (Engineering)	+9	INT (3)	3	
Perception	-2	WIS (-2)	-	
Perform (Dance)	+6	CHA (0)	6	
Ride	+8	DEX (4)	1	
Sense Motive	-2	WIS (-2)	-	
Stealth	+14	DEX (4)	6	
Survival	-2	WIS (-2)	-	
Swim	+6	STR (2)	1	

Feats, Traits & Flaws

Armor Proficiency (Heavy)

When you wear armor with 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.

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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Feats, Traits & Flaws

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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Blind-Fight

Re-roll misses because of concealment, other benefits.

Greater Grapple

+2 to grapple, maintaining a grapple is a move action.

Highlander (hills or mountains)

+1 to Stealth checks, Stealth is always a class skill for you. Double this in hilly or rocky areas.

Improved Grapple

You grapple at +2, with no attacks of opportunity allowed.

Improved Initiative

You get a +4 bonus on initiative checks.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Reactionary

+2 Initiative

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness +6

You gain +3 hit points.

Tower Shield Proficiency

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

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.

Weapon Finesse

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Dagger

Mainhand: **+10/+5, 1d4+2**

Crit: 19-20/x2

Main w/ Offhand: **+6/+1, 1d4+2**

Rng: 10'

Main w/ Light Off.: **+8/+3, 1d4+2**

Light, P/S

Offhand: **+8, 1d4+1**

Ranged: **+10/+5, 1d4+2**

Ranged w/ Offhand: **+6/+1, 1d4+2**

Ranged w/ Light Off.: **+8/+3, 1d4+2**

Ranged Offhand: **+8, 1d4+1**

Unarmed Strike

Mainhand: **+10/+5, 1d3+2**

Crit: 20/x2

Main w/ Offhand: **+6/+1, 1d3+2**

Light, B, Nonlethal

Main w/ Light Off.: **+8/+3, 1d3+2**

Offhand: **+8, 1d3+1**

Experience & Wealth

Experience Points: 15/18

Current Cash: **150 GP, 50 GP of Valuables**

Andoran: **Fame: 22, PP: 14**

+3 Mithral Chain Shirt

+7

Max Dex: +6, Armor Check: -

Spell Fail: 10%, Light

Gear

Total Weight Carried: 35/175lbs, Light Load

(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

+1 Rapier	2 lbs
+1 Shortsword	2 lbs
+3 Mithral Chain Shirt	12.5 lbs
Amulet of Natural Armor +1	-
Dagger	1 lb
Eagle Knight	-
Explorer's Outfit (Free)	-
Handy Haversack (35 @ 32 lbs)	5 lbs
Money <In: Pouch, belt (1 @ 3 lbs)>	3 lbs
Oil of Bless Weapon x3 <In: Handy Haversack (35 @ 32 -	-
Potion of Cure Light Wounds x5 <In: Handy Haversack -	-
Potion of Cure Moderate Wounds x2 <In: Handy -	-
Potion of Cure Serious Wounds <In: Handy Haversack -	-
Potion of Enlarge Person x3 <In: Handy Haversack (35 -	-
Potion of Haste x2 <In: Handy Haversack (35 @ 32 lbs)> -	-
Potion of Invisibility <In: Handy Haversack (35 @ 32 lbs)> -	-
Potion of Jump x2 <In: Handy Haversack (35 @ 32 lbs)> -	-
Potion of Protection From Evil x2 <In: Handy Haversack -	-
Potion of Shield of Faith +2 x2 <In: Handy Haversack (35 -	-
Pouch, belt (1 @ 3 lbs)	0.5 lbs
Rations, trail (per day) x5 <In: Handy Haversack (35 -	1 lb
Ring of Protection, +1	-
Rope, silk (50 ft.) <In: Handy Haversack (35 @ 32 -	5 lbs
Saddlebags (empty)	8 lbs
Scholar's outfit <In: Handy Haversack (35 @ 32 lbs)>6 lbs	-
Silver Brooch with Ruby Inset (worth 30 gp)	-
Silver Ring (worth 20 gp)	-
Soap (per lb) <In: Handy Haversack (35 @ 32 lbs)>	1 lb
Tent, Small <In: Handy Haversack (35 @ 32 lbs)>	5 lbs
Traveler's outfit <In: Handy Haversack (35 @ 32 -	5 lbs
Waterskin <In: Handy Haversack (35 @ 32 lbs)>	4 lbs
Wayfinder, Standard (empty)	1 lb
Whetstone <In: Handy Haversack (35 @ 32 lbs)>	1 lb
Whistle, Signal	-

Special Abilities

Bravery +2 (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.

Defensive Flurry +1 (Ex)

At 3rd level, when a two-weapon warrior makes a full attack with both weapons, he gains a +1 dodge bonus to AC against melee attacks until the beginning of his next turn. This bonus increases by +1 every four levels after 3rd. This ability

Validation Report

Validation Report (0 issues): Nothing identified

Hero Lab® and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <http://www.wolflair.com>
Pathfinder® and associated marks and logos are trademarks of Paizo Publishing, LLC®, and are used under license.

Special Abilities

Twin Blades +1 (Ex)

At 5th level, a two-weapon warrior gains a +1 bonus on attack and damage rolls when making a full attack with two weapons or a double weapon. This bonus increases by +1 for every four levels after 5th. This ability replaces weapon training

Spell-Like Abilities

Light (At will) (Sp)

Tracked Resources

Dagger	<input type="checkbox"/>
Oil of Bless Weapon	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Cure Moderate Wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of Cure Serious Wounds	<input type="checkbox"/>
Potion of Enlarge Person	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Haste	<input type="checkbox"/> <input type="checkbox"/>
Potion of Invisibility	<input type="checkbox"/>
Potion of Jump	<input type="checkbox"/> <input type="checkbox"/>
Potion of Protection From Evil	<input type="checkbox"/> <input type="checkbox"/>
Potion of Shield of Faith +2	<input type="checkbox"/> <input type="checkbox"/>
Rations, trail (per day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Gnome
Elven	Halfling

Companions

Caballo - Horse, heavy (combat trained) (Horse, heavy (combat trained)), Male Horse, Heavy (Horse, Heavy +2, Advanced Creature - Animal +0) - CL2 - CR 2

STR **20** (+5), DEX **18** (+4), CON **21** (+5), INT **2** (-4), WIS **17** (+3), CHA **11** (0); Fortitude **+8**, Reflex **+7**, Will **+3**

HP: 19/19; Init: +4; Speed: 50 feet

Attack Bonus: +0; Armor Class: 15 / 13Tch / 11Fl

Fly **+2**, Perception **+8**, Stealth **+0**

Bite (Horse, Heavy) **+5**, **1d4+5**, 20/x2

Hooves x2 (Horse, Heavy) **+0 x2**, **1d6+2**, 20/x2

Unarmed Strike **+5**, **1d4+5**, 20/x2

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

Charges: Feed (per day) - 0/5

Background

The Martin family (mother Isabella, father Cesar, older brother Pedro and older sister Daniela) escaped from Taldor to Andoran when Alejandro was a babe-in-arms. They settled in a halfling shire, where Cesar became a handyman (when the halflings needed more strength or height, part-time guard, etcetera) and Isabella became a barker in the market (where her height gave her an advantage in calling customers). Pedro returned to Taldor, and rescued his childhood love Mariana, and they came back to the shire to marry. Daniela fell in love with an officer of the Andoran armies Captain Michael Charles, who convinced Alejandro to take officer training and join the army. After four years in the Andoran army Alejandro was honorably discharged.