

GEAR				SPECIAL ABILITIES
				HUMAN RACIAL TRAITS
ARMOR/PROTECTIVE ITEM TY	PE	ARMOR BONUS MAX DEX	BONUS	Type: Humanoid (Human)     Size: Medium
Chain shirt +1 Lig		+5 +5	5	Bonus Feat - Lieutenant Alejandro Martin (#14034-1) has chosen Toughness as your 1st level bonus human feat.
ACP SPELL FAILURE SPEED WEIGH	Т	SPECIAL PROPERTIES		<ul> <li>+2 to One Ability Score (Dexterity) - Human characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.</li> </ul>
+0   20%   x1   25				Skilled - Humans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.
SHIELD/PROTECTIVE ITEM SHIELD BONUS MAX DEX WEIGHT CHECK PENALTY SPELL FAILURE				Automatic Languages: Common     Bonus Languages: Any
				CLASS ABILITIES
	SPECIAL	PROPERTIES		FIGHTER BONUS FEATS - At 1st level, and at every even level, a fighter gains a bonus feat from the Combat Feats list. (PFCR 55).
				FIGHTER WEAPONS AND ARMOR - A fighter is proficient with all simple and martial
				weapons and with all armor (heavy, medium, and light) and shields (including tower shields). (PFCR 55).
OTHER POSSESSIONS    HEM   Wgl.   HEM   Wgl.				<ul> <li>BRAVERY - As a fighter of level 5 you get +1 bonus to Will saves vs. fear. (PFCR 55).</li> <li>ARMOR TRAINING - Armor check penalty is reduced by 1 (to a minimum of 0) and</li> </ul>
Combat Trnd Hvy Horse Caballo (300 gp)		Armor & Weapons (1882 gp, 30 lbs)		maximum dexterity bonus is increased by +1. No movement penalty for medium armor. (PFCR 55).
Military Saddle (20 gp, 30 lbs)		Clothing du jour (5-6 lbs)		WEAPON TRAINING () - You have the following attack and damage bonuses on chosen weapon groups: . (PFCR 56).
Saddlebags (4 gp, 8 lbs)		Signal Whistle (0.8 gp)		GENERAL FEATS
5 days feed (0.25 gp, 50 lbs)		Silver Ring (20 gp)		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 Balance, Climb,
50' Silk rope (10 gp)	5.00	Silver Brooch with Ruby inset (30 gp) Belt Pouch (1 gp)	0.50	Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks. (PFCR 118)  • ARMOR PROFICIENCY (LIGHT) - When you wear a type of armor with which you are
Bedroll (0.1 gp, 5 lbs)	5.00	Coins: 346 pp 1 gp 3 sp 5 cp	7.10	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. (PFCR 118)
Winter Blanket (0.5 gp, 3 lbs)	3.00	Everburning Torch (110 gp)	1.00	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,
Tent (10 gp, 20 lbs)	20.00	Heward's Haversack (2000 gp)	5.00	Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks. (PFCR 118)  • SHIELD PROFICENCY - You can use a shield and take only the standard penalties.
2 Traveller's Outfits (2 gp)	10.00			(PFCR 133)
Scholar's Outfit (5 gp)	6.00	5 Potions Cure Light Wounds (250 gp)	5.00	*TOUGHNESS - +3 hit points, +1/HD beyond 3rd. (PFCR 135)  COUNTY FOR A TELESCOPE
5 days trail rations (2.5 gp)	5.00	2 Potion Cure Moderate Wounds (600 gg	<i>'</i>	COMBAT FEATS      AGILE MANEUVERS - You add your Dexterity bonus to your base attack bonus and size
Waterskin (1 gp) Shortsword (10 gp)	2.00	1 Potion Cure Serious Wounds (750 gp) 1 Potion Haste (750 gp)	1.00	bonus when determining your combat maneuver bonus (see the Combat chapter of Pathfinder Alpha 2) instead of your Strength bonus. (PFCR 117)
1 Pound Soap (0.5 gp)	1.00	2 Potions Shield of Faith (100 gp)	2.00	DODGE - +1 dodge bonus to AC. If you lose your Dex bonus, you lose this bonus too. (PFCR 122)
Courtier Outfit Andoran Military (30 gp)	6.00	1 Potion Protection from Evil (50 gp)	1.00	IMPROVED INITIATIVE - You get a +4 bonus on initiative checks. (PFCR 127)     MOBILITY - You get a +4 dodge bonus to Armor Class against attacks of opportunity
Rapier (20 gp)	2.00	2 Potions Enlarge Person (100 gp)	2.00	caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.
		1 Potion Jump (50 gp)	1.00	(PFCR 130-131)  • TWO-WEAPON FIGHTING - Your penalties on attack rolls for fighting with two weapons
Trail rations, waterskin in Haversack main	-9.00	1 Potion Longstrider (50 gp)	1.00	are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See the Two-Weapon Fighting special attack PHB 3.5 160. (PFCR 136)
Shortsword and raiper in Haversack main	-2.00	2 Potions Prestidigitation (50 gp)	2.00	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
Potions in Haversack main pocket  Rope, 16lbs clothe, soap in Haversack main	-18.00 -22.00			Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls. (PFCR 136)
Bedroll, blanket, tent in Havesack main	-28.00			
		(Upgrade rapier to +1 = 13 CPA)		TRAITS  • Reactionary (Combat) - +2 Initiative. (PFCT 4)
				Sacred Touch (Faith) - Automatically stabilize a dying creature with a touch.  (PFCT 5)
				Mobile Fighter: Ignore bravery +1. Instead, +1 to saving throws made against effects
				that cause him to become paralyzed, slowed or entangled.
		Armor & Sh		
Total		Weap Total Weight Car		
ENCUMBRANCE		<u> </u>	UAGES	
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LIGHT MEDIUM HEAVY LOAD LOAD LOAD	XI		loran	
LOAD LOAD	Door	ord XP rewards here:	orun	
176 352 880	neco	and AF rewards fiere.		
LIFT OFF PUSH/ LIFT OVER GROUND DRAG				
You are Unencumbered (Speed: normal, Max Dex Bonus: normal).			<del></del>	
Advanta, Max Dex Bolids, Rollidaj.			<del></del> -	
9.4 more lbs.to Medium Encumbrance			<del></del>	
(Speed: 30 ft., Max Dex Bonus: +3, -3 to All Strength and Dexterity-based skill				
checks).				
67.4 lbs.to Heavy Encumbrance (Speed:				
30 ft., Run: x3, Max Dex Bonus: +1, -6				
to all Strength- and Dexterity-based skill checks).				
127.41 lbs.to Overburdened (can't move).				
movej.				