

PFS #14034-11 **EXPERIENCE** 2,000 Medium CURRENT TOTAL PROGRESSION LANGUAGES Common Common MAGIC ITEMS 0 0 0 0 0 0 0 0 0 0 0 0 0 0

CAMPAIGN

LANGUAGES

COIN

42

PLATINUM

4

GOLD

2
SILVER
8
COPPER
1.12

0

-436.80

ENCUMBRANCE

300

600

1,500

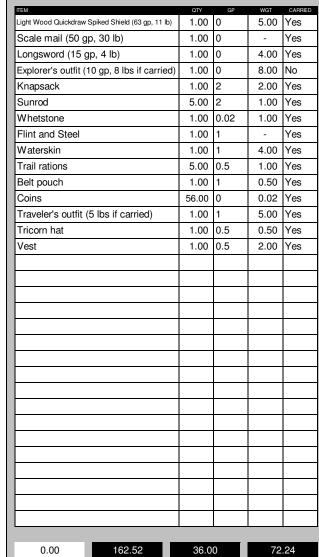
100

LIGHT LOAD

200

300

ARMOR	Value: 5	0 ENH	SPECIAL MATERIAL	MO	DIFICATIONS	
Scale Mail						
Medium	ARMOR +5	+3	ARMOR CHECK -4	ARCANE FAILURE 25%	Yes	30.0
SPECIAL PROPERTIES						
			U			
SHIELD		Value:	53	ENH S	PECIAL MATE	RIAL
Light wood qu	ickdraw s	shield				
SHIELD BONUS	M	AX DEX	ARMOR CHECK	ARCANE FAIL	.URE V	/GT (lb.)
+1		_	-2	5%		6.0
SPECIAL PROPERTIES						
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MAGIC ITEM

VALUE WEIGHT

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DESCRIPTION

MAGIC ITEM

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DESCRIPTION

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RACIAL ABILITIES	CLASS ABILITIES
- Bonus Feat: gain 1 extra feat at 1st level	FIGHTER
- Skilled: gain 1 extra skill rank/level	- Bonus Combat Feats: Gains 1 bonus Combat feat(s); at 4th level, and every
	fourth fighter level thereafter may learn new Combat feat in place of one already known
TRAITS	
Reactionary: +2 Trait bonus on Initiative checks	
Suspicious: +1 Trait bonus on Sense Motive checks; Sense Motive is always a	
class skill	
-	1
FEATS (feats marked with † are not yet fully automated)	
- Armor Proficiency, Heavy: No penalties on attack rolls while wearing heavy	
armor - Armor Proficiency, Light: No penalties on attack rolls while wearing light armor	
- Armor Proficiency, Medium: No penalties on attack rolls while wearing medium	
armor	
- Improved Shield Bash: Keep Shield bonus to AC when shield bashing - Shield Focus: Gain +1 bonus to AC when using a shield	
- Shield Proficiency: No penalties on attack rolls when using a shield	
- Tower Shield Proficiency: No penalties on attack rolls when using a tower shield - Two-Weapon Fighting: When fighting with two weapons, penalty for primary	
hand lessens by 2 and off hand lessens by 6	
1	

