



<b>ARMOR</b>	Full Plate Armor	Adj:	+1	Check Adj.:	+2
Heavy	Max Dex: 2	Bonus: +9	Armor Check: -3	Spell Fail: 35%	50 lb.
Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets & helmet					
Notes: Magical - Enhancement +1					

<b>SHIELD</b>	Heavy Steel Shield	Adj:	+1	Check Adj.:	+2
Max Dex:	Bonus: +2	Armor Check:		Spell Fail: 15%	15 lb.
Desc: Shield hand can only use shield					
Notes: Magical - Enhancement +1					

<b>MAGICAL ITEMS WORN</b>		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:	Amulet of Natural Armor +1	Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

<b>COINS</b>	Platinum:	0	pp
	Gold:	0	gp
	Silver:	0	sp
	Copper:	0	cp
<b>GEMS</b>			

<b>SPELLS</b>	Arcane Spell Failure: 50% Adj.:								
Casting Class:									
Caster Level:									
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

<b>LOCATIONS</b>	Tag	Weight
PB	0.6	lb.
HH	83.1	lb.

<b>GEAR</b>	Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All	
Basic Equipment List	HH	1			1	4	Potion of CLW	PB 3	
Potion Belt M/W		1	1		1	1	Potion of CMW	PB 2	
					1	3	Potion of Fly	PB 1	
					20	2	Arrow		
					1	1	Quiver of Arrows (20)		
							Handy Haversack	1 5	
82.0	lb.	Medium	2					7,843 gp	
Total Weight		Load Class	Max Dex	Chk Pen.	<b>ENCUMBRANCE</b>				Total Value
Selection List:		All Feats and Traits			76.7	153.3	230.0	460.0	1,150.0
<b>FEATS</b>		6	=	3	+	3	+		
Rich Parents Trait	Your starting cash increases to 900 GP.								
Armor Expert Trait	Reduce armor check penalty by 1								
Wpn Focus: Longsword	+1 bonus on attack rolls with: Longsword								
Shield Focus	+1 bonus to AC while holding your Heavy Steel Shield								
Power Attack	Gain a +4 bonus to all melee damage but take a -2 penalty to all melee attacks								
Cleave	You can strike two adjacent foes with a single swing, but -2 to AC								
Missile Shield	1/round, use your shield to deflect one ranged attack that would have hit you								
Great Cleave	Strike adj. foe. If it hit, you can strike next adj foe and so on. -2 to AC until next turn								

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<b>Racial Traits: Human (P)</b>
<b>Bonus Feat:</b> One extra feat at Level #1
<b>Skilled:</b> Gain 1 extra skill point at each level
<b>Class Features: Fighter (P) 4th</b>
<b>Weapon &amp; Armor Proficiency:</b> Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)
3x bonus combat feat
<b>Armor Training (Ex):</b> Current armor is a Full Plate Armor
• No speed reduction for a Medium Armor
• Reduce the Armor Check penalty by 1
• +1 to the Maximum DEX bonus of the armor
<b>Conditional Bonus - Fighter (P) Class</b>
+1 to Will saves vs fear [Bravery]
<b>Conditional Skill</b>
-4 on Acrobatics checks made to jump [Base Speed]
<b>Languages (x2)</b>
Common, Orc
<b>Description for the Magical Items Worn</b>
<b>Amulet of Natural Armor +1:</b> +1 enh. bonus to natural armor
<b>CHARACTER STATUS</b>
Dexterity bonus to AC reduced because of Medium Load
Dexterity bonus to AC reduced because of your Full Plate Armor



# Ermy

## NOTES

Human (P), Fighter (P) 4th

Medium Humanoid (Human)

**Alignment:** Lawful Neutral [Pholtus]

**Hit Dice:** 4d10+12 (48 hp)

**Initiative:** +3

**Speed:** 20' (4 sq) (medium enc.)

**Space/Reach:** 5 ft./5 ft.

**AC:** 27 (+10 Armor, +3 Shield, +2 Dex, +1 Natural Armor, +1 Other),  
Touch 12, Flat-Footed 25

**Saves:** Fort +7, Ref +4, Will +4

**Abilities:** Str 16, Dex 17, Con 16, Int 12, Wis 16, Cha 14

**Base Att/CMB/CMD:** +4 / +7 / 20

**Single Attack:**

Longsword: +9 melee (1d8+4/19-20)

Dagger: +7 melee (1d4+3/19-20)

Composite Longbow: +7 ranged (1d8/20/x3)

**Full Attack:**

Longsword: +9 melee (1d8+4/19-20)

Dagger: +7 melee (1d4+3/19-20)

Composite Longbow: +7 ranged (1d8/20/x3)

————| FEATS |————

Rich Parents Trait, Armor Expert Trait, Wpn Focus: Longsword, Shield Focus, Power Attack, Cleave, Missile Shield, Great Cleave.

————| SKILLS |————

Acrobatics +0-4, Appraise +1, Bluff +2, Climb +0, Diplomacy +3, Disguise +2, Escape Art +0, Fly +0, Handle Animal +6, Heal +4, Intimidate +6, Perception +4, Ride +5, Sense Motive +3, Stealth +0, Survival +7, Swim +4, Kn:Nobility +2, Pro:Soldier +10, Pro:Sailor +7, Pro:Siege En +10, Kn:Geo +2.

————| EQUIPMENT |————

ARMOR WORN: Full Plate Armor.

SHIELD: Heavy Steel Shield.

Basic Equipment List, Potion Belt M/W, Longsword, Dagger, Composite Longbow, 20xArrow Quiver of Arrows (20), 3xPotion of CLW, 2xPotion of CMW, Potion of Fly, Handy Haversack

————| MAGICAL ITEMS WORN |————

Amulet of Natural Armor +1

————| TOTAL CHARACTER VALUE |————

7,843 gp.

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

————| Class Features: Fighter (P) 4th |————

Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)

3x bonus combat feat

Armor Training (Ex): Current armor is a Full Plate Armor

- No speed reduction for a Medium Armor
- Reduce the Armor Check penalty by 1
- +1 to the Maximum DEX bonus of the armor

————| Conditional Bonus - Fighter (P) Class |————

+1 to Will saves vs fear [Bravery]

————| Conditional Skill |————

-4 on Acrobatics checks made to jump [Base Speed]

————| Languages (x2) |————

Common, Orc

————| Description for the Magical Items Worn |————

Amulet of Natural Armor +1: +1 enh. bonus to natural armor

————| CHARACTER STATUS |————

Dexterity bonus to AC reduced because of Medium Load

Dexterity bonus to AC reduced because of your Full Plate Armor

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