

ARMOR		Chain Shirt Armor		Adj.		Check Adj.:	
Light	Max Dex: 4	Bonus: +4	Armor Check: -3	Spell Fail: 20%	25 lb.		
Desc: Protects your torso while leaving the limbs free and mobile. Comes with a steel cap							
Notes:							

SHIELD		Buckler		Adj.		Check Adj.:	
Max Dex:	Bonus: +1	Armor Check: -1	Spell Fail: 5%	5 lb.			
Desc: No penalty for bows/cross-bows. -1 penalty to attacks with off-hand or two handed weapons							
Notes:							

MAGICAL ITEMS WORN		List:		Wondrous Items	
Head:		Waist:			
Eyes:		Shoulders:			
Neck:		Arm/Wrist:			
Chest:		Headband:			
Hands:		Body:			
Feet:					
Right Finger:					
Left Finger:					

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
GEMS	

SPELLS		Arcane Spell Failure: 25%		Adj.:	
Caster Class:					
Caster Level:					
Caster level adj:					
Spell / day adj:					
Spell known adj:					

LOCATIONS	
PB	0.2 lb.
HH	18.08 lb.
Tag	Weight

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									

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Potions - Standard
Backpack	HH	1							
Blanket	HH	1							
Inkpen	HH	1							
Ink	HH	1							
Parchment	HH	5							
Pouch		2	1						
Oil	HH	2							
Rations	HH	4							
Flint and Steel	HH	1							
Sealing Wax	HH	1							
Torch	HH	4							
Waterskin	HH	1							
Explorer's outfit		1	8						
Potion Belt M/W		1	1						
54.0 lb.		Light	4				3,003 gp		

ENCUMBRANCE		Total Value	
Selection List:	All Feats and Traits	58.3	116.7
		175.0	350.0
		875.0	

FEATS	3	=	3	+	0	+	Light	Medium	Heavy	Lift	Drag	Adj
Fast-Talker Trait												✓
Reactionary Trait												✓
Skill Focus: Diplomacy-p												✓
Skill Focus: Profession: Sailor-p												✓
Improved Initiative												✓

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Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Expert (P) 2nd

Weapon & Armor Proficiency: Experts are proficient in the use of all simple weapons and with light armor, but not with any type of shield
Ten Class Skills selected

Class Features: Warrior (P) 1st

Weapon & Armor Proficiency: Warriors are proficient in the use of all simple and martial weapons and with all types of armor and shields

Languages (x6)
Common, Elven, Dwarven, Orc, Giant, Goblin, Flan

CHARACTER STATUS

No errors detected

Gaston Navarre

NOTES

Human (P), Expert (P) 2nd, Warrior (P) 1st

Medium Humanoid (Human)

Alignment: Neutral Good [Farlaghan]

Hit Dice: 2d8+4, 1d10+2 (30 hp)

Initiative: +9

Speed: 30' (6 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 18 (+4 Armor, +1 Shield, +3 Dex), Touch 13, Flat-Footed 15

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 14, Dex 16, Con 14, Int 19, Wis 12, Cha 15

Base Att/CMB/CMD: +2 / +4 / 17

Single Attack:

Short Sword: +4 melee (1d6+2/19-20)

Dagger: +4 melee (1d4+2/19-20)

Longbow: +5 ranged (1d8/20/x3)

Full Attack:

Short Sword: +4 melee (1d6+2/19-20)

Dagger: +4 melee (1d4+2/19-20)

Longbow: +5 ranged (1d8/20/x3)

FEATS

Fast-Talker Trait, Reactionary Trait, Skill Focus: Diplomacy-p, Skill Focus: Profession: Sailor-p, Improved Initiative.

SKILLS

Acrobatics +0, Appraise +6, Bluff +9, Climb -1, Diplomacy +11, Disguise +2, Escape Art +0, Fly +0, Heal +1, Intimidate +2, Linguistics +5, Perception +3, Ride +4, Sense Motive +6, Stealth +0, Survival +2, Swim +3, Use Magic Dev. +3, Cr:Carpentry +6, Cr:Shipmkg +7, Kn:Eng +9, Kn:Geo +9, Kn:History +5, Kn:Nature +5, Kn:Nobility +9, Pro:Sailor +10.

EQUIPMENT

ARMOR WORN: Chain Shirt Armor.

SHIELD: Buckler.

Backpack, Blanket, Inkpen, Ink, 5xParchment, 2xPouch, 2xOil, 4xRations, Flint and Steel, Sealing Wax, 4xTorch, Waterskin, Explorer's outfit, Potion Belt M/W,

Dagger, Short Sword, Longbow, Quiver of Arrows (20), 20xArrow 2xPotion of CMW, Handy Haversack

TOTAL CHARACTER VALUE

3,003 gp.

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

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Ten Class Skills selected

Class Features: Warrior (P) 1st

Weapon & Armor Proficiency: Warriors are proficient in the use of all simple and martial weapons and with all types of armor and shields

Languages (x6)

Common, Elven, Dwarven, Orc, Giant, Goblin, Flan

CHARACTER STATUS

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