

Dargoth

Player: matt f

Male human fighter 7 - CR 6

Neutral Good Humanoid (Human); Age: 18; Height: 5' 9";
Weight: 175lb.; Eyes: Blue; Hair: Brown; Skin: Golden

Ability	Score	Modifier	Temporary
STR STRENGTH	21	+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+5	+2				
REFLEX (DEXTERITY)	+4 =	+2	+2				
WILL (WISDOM)	+4 =	+2	+2				

Bravery: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26 =	+10	+4	+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	24				

CM Bonus	+10 =	+7	+5	-	-

CM Defense	24 = 10	BAB	Strength	Dexterity	Size
		+7	+5	+2	-

Base Attack	HP
+7	96

Initiative	Speed	Damage / Current HP
+8	30 ft	

Heavy Shield Bash

Main hand: **+10/+5, 1d4+7** Crit: x2
Both hands: **+10/+5, 1d4+9** 1-hand, B
+1 bastard sword

Main hand: **+13/+8, 1d10+13** Crit: 19-20/x2
Both hands: **+13/+8, 1d10+15** 1-hand, S
+1 spear

Both hands: **+11/+6, 1d8+14** Crit: x3
Ranged, both hands: **+10/+5,** Rng: 20'
1d8+8 2-hand, P, Brace

+2 greatsword
Both hands: **+13/+8, 2d6+16** Crit: 19-20/x2
2-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	1	
Appraise	+7	INT (2)	5	
Bluff	+1	CHA (1)	-	
Climb	+5	STR (5)	1	
Craft (armor)	+6	INT (2)	3	
Diplomacy	+2	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Handle Animal	+5	CHA (1)	1	
Heal	+3	WIS (2)	1	
Intimidate	+9	CHA (1)	4	
Knowledge (dungeoneering)	+9	INT (2)	4	
Knowledge (engineering)	+7	INT (2)	2	
Linguistics	+7	INT (2)	5	
Perception	+9	WIS (2)	7	
Ride	+2	DEX (2)	1	
Sense Motive	+2	WIS (2)	-	
Stealth	-2	DEX (2)	-	
Survival	+10	WIS (2)	5	
Swim	+5	STR (5)	1	

Feats

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 Dexterity- and Strength-based skill checks.

Feats

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 Dexterity- and Strength-based skill checks.

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 Dexterity- and Strength-based skill checks.

Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Combat Reflexes (3 AoO/round)

You can make extra attacks of opportunity.

Exotic Weapon Proficiency (Bastard sword)

You make attack rolls with the weapon normally.

Improved Initiative

You get a +4 bonus on initiative checks.

Improved Shield Bash

You still get your shield bonus while using Shield Bash.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shield Focus

+1 Shield AC

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Tower Shield Proficiency

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

Weapon Focus (Bastard sword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Bastard sword)

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Traits

Bully

+1 to Intimidate checks, Intimidate is always a class skill for you.

Reactionary

+2 Initiative

Masterwork composite longbow

Ranged, both hands: **+10/+5, 1d8+3**

Crit: x3
Rng: 110'
2-hand, P

Masterwork warhammer

Main hand: **+11/+6, 1d8+9**

Crit: x3
1-hand, B

Both hands: **+11/+6, 1d8+11**

Silversheen scimitar

Main hand: **+12/+7, 1d6+10**

Crit: 18-20/x2
1-hand, S

Both hands: **+12/+7, 1d6+12**

+1 full plate

+10

Max Dex: +3, Armor Check: -3
Spell Fail: 35%, Heavy

+1 heavy steel shield

+4

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: **23002/34000**

Current Cash: **3,967 gp, 76.5 sp, 7 cp**

Gear

Total Weight Carried: 147/520lbs, Light Load (Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Heavy Shield Bash	-
+1 bastard sword	6 lbs
+1 full plate	50 lbs
+1 heavy steel shield	15 lbs
+1 spear	6 lbs
+2 greatsword	8 lbs
Acid x5	1 lb
Antidote - Ash Doom (Vial) <In: Backpack,	0.5 lbs
Antiplague (Vial) <In: Backpack, masterwork (14	0.5 lbs
Artisan's outfit (Free) <In: Backpack, masterwork (14 @	-
Backpack, masterwork (14 @ 22 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (14 @ 22 lbs)>	5 lbs
Butterfly net <In: Backpack, masterwork (14 @ 22	2 lbs
Caltrops x2 <In: Backpack, masterwork (14 @ 22	2 lbs
Earplugs	-
Flint and steel <In: Backpack, masterwork (14 @ 22	-
Hammer	2 lbs
Iron spike x5	1 lb
Masterwork composite longbow	3 lbs
Masterwork warhammer	5 lbs
Money <In: Dropped to ground (1 @ 81.01	81.01 lbs
Oil x5 <In: Backpack, masterwork (14 @ 22 lbs)>	1 lb
Pickles, goblin (per jar)	1 lb
Potion of bull's strength	-
Potion of cat's grace	-
Potion of cure light wounds	-
Potion of cure moderate wounds (x2)	-
Scroll of protection from energy (CL 4th)	-
Silk rope <In: Backpack, masterwork (14 @ 22	5 lbs
Silversheen scimitar	4 lbs
Smoked goggles	-
Trail rations x10	1 lb

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.

Weapon Training (Blades, Heavy) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Tracked Resources

+1 spear	<input type="checkbox"/>
Acid	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of bull's strength	<input type="checkbox"/>
Potion of cat's grace	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds (x2)	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Gnome
Dark Folk	Goblin
Draconic	Orc
Drow Sign Language	Undercommon