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| --- | --- | --- | --- | --- | --- |
| **Character** | Randor | **Level** | 1 | **Max HP** | 13 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | | | **Intelligence** | | | **Wisdom** | | | **Dexterity** | | | **Constitution** | | | **Charisma** | | |
| 18 | / | 3 | 10 | /0 |  | 13 | /1 |  | 16 | /2 |  | 16 | /2 |  | 7 | /-1 |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Fortitude** | **Reflex** | **Will** | **Initiative** | **Move** | **BAB** |
| 2 | 5 | 3 |  | 6 | 1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attack** | **Attack Bonus** | **Damage** | **Critical** | **Range** | **Type** |
| Sword, bastard | 4(1+2) (6) | 1d8/1d10 | 19/2x |  | S |
| Dagger | 4 | 1d3/1d4 | 19/2x |  | P,S |
| Hammer, war | 4 | 1d6/1d8 | 20/3x |  | C |
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| --- | --- | --- | --- | --- |
| **Armor Class (Normal / Flat-footed / Touch)** | 1 | 3 | | 8 |
| **Check Penalty / Max Dexterity Bonus** | -5 | | 2 | |

|  |  |  |
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| **Armor/Weapon Proficiencies** | | |
| Medium Armor | Simple Unarmed |  |
| Shield Armor | Simple 1H |  |
|  | Martial 1H |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Primary Skills (modified and passive)** | | | | | | | | |
| Acrobatics | Dex | 4/12 | Intimidation | Cha | -4/10 | Manipulate Device | Dex | na / | |
| Animal Handling | Cha | 0/11 | Investigation | Int | -3/10 | Perception | Wis | 3/12 | |
| Athletics | Str | 5/12 | Knowledge Arcana | Int | na/ | Perform | Cha | -4/10 | |
| Concentration | Con | -1/10 | Knowledge History | Int | na / | Persuasion | Cha | -4/10 | |
| Deception | Cha | -4/10 | Knowledge Nature | Int | na / | Sleight of Hand | Dex | na / | |
| Heal | Wis | -2/10 | Knowledge Religion | Int | na / | Stealth | Dex | -1/10 | |
| Insight | Wis | -2/10 | Language | Int | na / | Survival | Wis | 2/11 | |
| **Craft/Profession Skills (modified and passive)** | | | | | | | | |
| Blacksmith | Str | 4/11 |  |  | / |  |  | / | |
|  |  | / |  |  | / |  |  | / | |

## Mundane Feats / Powers / Notes

|  |
| --- |
| Evasion |
| Lightning Reflexes |
| Weapons Focus |
| Martial Adept ( 1) |
| Chi Point (2) |
| Kata (2): Attuned weapon; cleave |
| Power Rating (14) |
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## Equipment

|  |  |
| --- | --- |
| sword, bastard  chain mail  shield, heavy wood  dagger  hammer, war  backpack  bedroll  sack, small  oil, flask  meal, common  saddlebag  tack and harness  waterskin, 2 quart (2)  rations, trail, 1 day  waterskin, 2 quart  clothing, basic  cloak, cloth  sack, small  candle  flint and steel  pouch, small  cook kit  rations, trail, 1 day (8) |  |
|  |  |
|  |  |
| Wealth: | |
| 37G,8S | |

## Notes

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| --- |
| Max Load -83/105lbs |
| **Weapon Focus weapon.** This link enables certain powers of the physical realm, grants a +1 attack bonus |
| - Attuned Weapon (1st)- Use: 1 chi, committed- Duration: until severed |
| -Cleave (1st)- Use: 0 chi, triggered- Duration: instant |
|  |
| **Evasion**- A character with the Evasion feat increases the AC bonus granted by the Dodge combat maneuver from +2 to +4 |
|  |
| **Lightning Reflexes**- This feat grants the character a +2 Reflex saving throw bonus. |
|  |
| **Versatile Combatant Feat** gain a +2 attack bonus when using a specific weapon |
|  |
|  |
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|  |