|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Character**  | Randor | **Level** | 2 | **Max HP** | 21 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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 | 4 |  | 6 | 2 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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 |
|  |  |  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Armor Class (Normal / Flat-footed / Touch)** | 1 | 3 | 8 |
| **Check Penalty / Max Dexterity Bonus** | -5 | 2 |

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

|  |
| --- |
| **Primary Skills (modified and passive)** |
| Acrobatics | Dex | 5/13 | Intimidation | Cha | -4/10 | Manipulate Device | Dex | na / |
| Animal Handling | Cha | 0/11 | Investigation | Int | -3/10 | Perception | Wis | 3/12 |
| Athletics | Str | 6/13 | 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 ( 2) |
| Chi Point (5) |
| Kata (4): Attuned weapon; cleave; empowered arm, elemental man. |
| Power Rating (15) |
|  |
| **Blind Fighting**- A blind character with Blind Fighting does not suffer disadvantage when making attack rolls while Blind. The feat also reduces the attack penalty for attacking invisible targets to -2. Blind Fighting does not remove disadvantage from other checks, and blindness still halves movement speeds |
|  |
| **Weapon Specialist**- It grants a +2 damage bonus when using weapons of the chosen proficiency |
|  |
|  |

## Equipment

|  |  |
| --- | --- |
| sword, bastardchain mailshield, heavy wooddaggerhammer, warbackpackbedrollsack, smalloil, flaskmeal, commonsaddlebagtack and harnesswaterskin, 2 quart (2)rations, trail, 1 daywaterskin, 2 quartclothing, basiccloak, clothsack, smallcandleflint and steelpouch, smallcook kitrations, trail, 1 day (8) |  |
|  |  |
|  |  |
| Wealth: |
| 37G,8S |

## Notes

|  |
| --- |
| 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 |
|  |
| **Empowered Arms (2Chi)** is invoked the adept’s attuned weapon becomes enchanted with a bonus of +1 to hit and +2 damage. |
|  |
| **Elemental Manifestation** (2nd)- Use: 2 chi, action, attuned |