

Name	Freya	Class/Lvl	Fighter 9		
Player		Size	M	Alignment	LG
Ancestry	Human (Half-elf)	Speed (ft)	35	Deity	
Background	Witchguard	Senses	Low Light	Age	
Languages	Common, Elven				
Appearance					
Personality					

A	B	C	1	5	10	15	20	Ability	Score	Mod	Hit Points	
+2		+2	+2	+2				Str	18	4	Ancestry Starting HP	8
+2	+2		+2	+2				Dex	18	4	Class HP / Level	10
	+2		+2	+2				Con	16	3	Constitution Mod HP / Level	3
			+2					Int	12	1	Toughness HP / Level	1
				+2				Wis	12	1		
								Cha	10		Current Max HP	

Skill Training Source	#	Source Enforced Skills	Skill	T	E	M	L	Skill	T	E	M	L
Background	2	Elven Lore, Survival	Acrobatics	1				Performance				
Class	4	Athletics	Arcana	2				Religion				
Intelligence	1		Athletics	1	7	9		Society				
Skill Training	1		Crafting	2				Stealth	1	5		
Rogue Dedication	2	Stealth, Thievery	Deception					Survival				
			Diplomacy	2				Thievery	1	3		
			Intimidation					Lore: Elven	1			
			Medicine					Lore:				
			Nature	1				Lore:				
			Occultism									

Weapons	T	E	M	L	Defenses	T	E	M	L	Miscellaneous	T	E	M	L
Unarmed	1	1			Fortitude	1	1			Perception	1	1	7	
Simple Weapons	1	1			Reflex	1	1			Class DC: Fighter	1			
Martial Weapons	1	1			Will	1	3			Class DC: Rogue	2			
Advanced Weapons	1				Unarmored	1				Magic: Arcane				
Rail Gun	1	5			Light Armor	1				Magic: Divine				
Swords	1	1	5		Medium Armor	1				Magic: Occult				
					Heavy Armor	1				Magic: Primal				

Notes:

Ancestry Feats and Abilities		Feat 5	Unconventional Weaponry (Rail Gun)
Heritage	Half-elf	Feat 9	Elf Step
Special	Low Light Vision	Feat 13	
Feat 1	Natural Ambition (Double Slice)	Feat 17	

House Rule: +1 Class Feat every odd level, +1 General Feat at level 1, Multiclass Archetype Feats available 1 level earlier than written

Lvl	Class Features	Class Feats	General and Skill Feats	Skill ↑
1	Attack of Opportunity Shield Block	Double Slice Sudden Charge Bonus: Reactive Shield	Trick Magic Item Bonus: Toughness	
2		Rogue Dedication (Surprise Attack)	Skill Training (Crafting) Rogue Dedication: Cat Fall	
3	Bravery	Bonus: Aggressive Block	Fleet	Thievery
4		Sneak Attacker (1d4)	Quick Repair	
5	Fighter Weapon Mastery (Swords)	Bonus: Powerful Shove		Stealth
6		Basic Trickery: (Mobility)	Quiet Allies	
7	Battlefield Surveyor Weapon Specialization (+2/3/4 EML dmg)	Bonus: Reflexive Shield	Wary Disarmament	Athletics
8		Advanced Trickery: (Reactive Pursuit)	Wall Jump	
9	Combat Flexibility, Juggernaut	Bonus: Quick Shield Block		Athletics
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

Ability Mods		Defenses						HP
Str	4	AC	27	10 + Dex or Cap + Proficiency + Item				134
Dex	4	Shield Bonus	2	Shield Hardness	13	Shield HP	104 (BT 52)	
Con	3	Fort	19	Con + Proficiency + Item		Notes: Juggernaut, Bravery, Quick Shield Block		
Int	1	Reflex	18	Dex + Proficiency + Item				
Wis	1	Will	15	Will + Proficiency + Item				
Cha	0	Resistances						

			Skills			Perception		
Acrobatics*	15	Prof + Dex + Item	Performance	0	Prof + Cha + Item	Perception	16	Prof + Wis + Item
Arcana	12	Prof + Int + Item	Religion	1	Prof + Wis + Item	Senses:	Low light	
Athletics*	19	Prof + Str + Item	Society	1	Prof + Int + Item	Movement		
Crafting	12	Prof + Int + Item	Stealth*	18	Prof + Dex + Item	Speed (ft)	35	
Deception	0	Prof + Cha + Item	Survival	12	Prof + Wis + Item	Mov. Types		
Diplomacy	11	Prof + Cha + Item	Thievery*	17	Prof + Dex + Item	Class DCs		
Intimidation	0	Prof + Cha + Item	Lore: Elves	12	Prof + Int + Item	Fighter	25	10 + Key + Prof + Item
Medicine	1	Prof + Wis + Item	Lore:		Prof + Int + Item	Rogue	25	10 + Key + Prof + Item
Nature	12	Prof + Wis + Item	Lore:		Prof + Int + Item	Magic		
Occultism	1	Prof + Int + Item			Prof + Int + Item			Key + Prof
* Affected by ACP								10 + Key + Prof

Notes: [Battlefield Surveyor: +2 circ bonus to init with perception], [Cat Fall: Treat falls as shorter], [Mobility: Half speed stride doesn't trigger AoO]
 [Quick Repair: Fix things in 1 minute], [Quiet Allies: Follow the expert with single stealth roll], [Wall Jump: Jump if next to a wall],
 [Wary Disarmament: +2 circ bonus to saves + AC on failed trap disarm]
 [Cloak of Elvenkind: +1 item bonus to stealth]

Weapon	Attack Bonus		Damage	Notes
+1 Bastard Sword	20 / 15 / 10	Str or Dex + Prof + Item	2d8 + 7 S	+1 Striking Cold Iron, Two-hand d12
+1 Shield Spikes	18 / 13 / 8	Str or Dex + Prof + Item	2d6 + 6 P	+1 Striking Shield Spikes
+1 Rail Gun	18 / 13 / 8	Str or Dex + Prof + Item	3d10 B/P	+1, Deadly 2d20, 10 cap, Line, Penetrate 10, Tech, reload 2
		Str or Dex + Prof + Item		

Actions, Reactions, Focus Spells, and Innate Spells			
Name	Action	Traits	Description
Shield Block	React		Reduce damage by shield hardness, remainder goes to you and shield
Attack of Opportunity	React		Strike foe that moves out of threat, makes a ranged att, or uses manip. action
Aggressive Block	Free		When you block, either shove 5ft or make flat footed until start of your next turn
Double Slice	2		Strike with both weapons at current MAP (-2 for non agile second), combine dmg
Reactive Pursuit	React		Stride to follow foe that moves away from you
Reactive Shield	React		When enemy hits you, raise your shield. Gain shield's bonus to AC against attack
Sudden Charge	2	Flourish, Open	Stride up to double your speed and Strike
Trick Magic Item	1	Manipulate, General	Attempt to use a magic item you normally couldn't use

Other Items		Bulk	Magic Items		Invest	Bulk
Backpack			Bag of holding			1
Belt Pouch x2			Cloak of Elvenkind (Ghost Sound, Invisibility 1/day)	1		L
Bedroll		L	Boots of Bounding	1		L
Flint and Steel			Ring of Sustenance	1		
Lantern, Bullseye		1	Ring of Rothmar			
Oil, Pint x 7			+1 Resilient High-grade mithral breastplate			1
Rations 2 weeks		0.2	Moderate Sturdy Shield (High-grade mithral)			L
Rope 50ft		L	+1 Striking High-grade iron bastard sword (Moonslicer)			1
Thieves' Tools		L	+1 Striking Shield Spikes			
Waterskin		L	+1 Rail Gun			1
Blue meal voucher x2						
Dagger		L				
Composite Longbow						

Consumables, Wands, and Ammunition			
Item	Bulk	Notes	Used
Arrows x60	0.6	1 silver per 10, L bulk per 10	
Wand of Bless	L	1/day (extra use with chance of break)	
Minor healing potion (1d8) x 2			
Greater healing potion (6d8+20)			
Moderate healing potion (3d8+10)			
Potion of flying			
Scroll of heroism			
Scroll of restoration x 18			
Scroll of speak with animals			

Current Bulk	6	Encumbered:	9	5 + Str + Misc	Wealth: Iron: 12,533
		Maximum:	14	10 + Str + Misc	

Campaign Notes: