

Strength: 18
Dexterity: 14
Constitution: 14
Intelligence: 10
Wisdom: 10
Charisma: 10

LG [Human Fighter](#) level 1
HP: 16 || 4 + lvl*10(6+Feat+Fav+Con)
Damage: 0
Movement: 20ft
Initiative: +2

Passive Defense

Fort: +4 || 2 + Con + Res
Ref: +2 || 0 + Dex + Res
Will: +1 || 0 + Wis + Res + Trait
AC: 19 || 10 + 5 Armor + 2 Dex + 0 Nat + 0 Def + 2 Shield
CMD: 17 || 10 + 1 BAB + 2 Dex + 4 Str + 0 Def

Offense

BAB: +1 CMB: +5 || 1 BAB + 4 Str + 0 Enh + 0 WT

Weapons:

Longsword +5 1d8+4 19-20 x2
Longbow +3 1d8 100ft x3

Skills: Ranks lvl*3(2+int+human)

[Intimidate](#) 8 || 3 + 1 Rank + 0 Cha + 4 Str
[Perception](#) 5 || 3 + 1 Rank + 0 Wis + 1 Trait
[Climb](#) 4 || 3 + 1 Rank + 4 Str - 4 Armor
[Swim](#) 0 || 0 + 0 Rank + 4 Str - 4 Armor
[Survival](#) 0 || 0 + 0 Rank + 0 Wis
[Diplomacy](#) 0 || 0 + 0 Rank + 0 Cha
[Bluff](#) 0 || 0 + 0 Rank + 0 Cha
[Ride](#) -2 || 0 + 0 Rank + 2 Dex - 4 Armor

Class Features:

Feats:

[Toughness](#), [Intimidating Prowess](#), [Combat Reflexes](#)

Equipment:

Longsword, Scalemail(+5, +3dex, -4), Heavy Wooden Shield, Longbow, arrows(60),
Traveler's Outfit,
Backpack
Bedroll
Flint and Steel
Grappling Hook
50ft Hemp Rope
10 Torches
5 Wetstone
10 days trail rations
Belt Pouch
10 gold
20 silver
17 copper
Waterskin

Traits: [Seeker](#), [Indomitable Faith](#)(+1 Will)

[Automatic Bonus Progression](#)