

Fighter(11), Rogue(3), Blackguard(16), Human

Drafted by Jack Oat (Discord: Jack Oat#8269)

STR: 16 (18 w/ Gift) (24)

DEX: 8

CON: 14

WIS: 8

INT: 14

CHA: 15 (17 w/ Gift) (18)

Gifts:

Gift of Might (+2 STR)

Gift of Confidence (+2 CHA)

Any Minor Gift (recommend Gift of the Gab for +6 to Bluff)

Human: (Quick to Master)

01: Fighter(1): Expertise, Improved Expertise, Weapon Focus: Scimitar

02: Fighter(2): Power Attack

03: Fighter(3): Cleave

04: Fighter(4): CHA+1, Weapon Specialization: Scimitar, (CHA=18)

05: Fighter(5)

06: Fighter(6): Toughness, Knockdown

07: Fighter(7)

08: Fighter(8): STR+1, Improved Critical: Scimitar, (STR=19)

09: Fighter(9): Improved Knockdown

10: Blackguard(1)

11: Blackguard(2): {Smite Good}

12: Blackguard(3): STR+1, Divine Might, (STR=20)

13: Fighter(10): Blind Fight

14: Blackguard(4)

15: Blackguard(5): Divine Shield

16: Blackguard(6): STR+1, (STR=21)

17: Blackguard(7)

18: Blackguard(8): Lightning Reflexes

19: Blackguard(9)

20: Blackguard(10): STR+1, (STR=22)

21: Blackguard(11): Epic Weapon Focus: Scimitar

22: Blackguard(12)

23: Blackguard(13): Armor Skin

24: Fighter(11): STR+1, Epic Weapon Specialization: Scimitar, (STR=23)

25: Blackguard(14)

26: Blackguard(15)

27: Rogue(1): Epic Prowess

28: Rogue(2): STR+1, {Evasion}, (STR=24)

29: Rogue(3): {Uncanny Dodge I}

30: Blackguard(16): Epic Skill Focus: Discipline, Epic Fiendish Servant

Hitpoints: 378

Skillpoints: 183

Saving Throws (Fortitude/Will/Reflex): 25/14/16

Saving Throw bonuses:

BAB: 25

Discipline 33, Heal 33, Tumble 30, UMD 11, remaining skillpoints 76