

Jack Hurricane (The Oncoming Storm)
PFS1(Core)

Human Male Fighter-2

124312-07

STR: 16(10) +2 18 +4

BAB 2, MAB 2+4+0 = 6, RAB 2+2+0 = 4

DEX: 14(05) 14 +2

CON: 14(05) 14 +2

Fort: 3+2+0 = 5, Ref: 0+2+0 = 2, Will: 0+0+0 = 0

INT: 10(00) 10 00

WIS: 10(00) 10 00

HP(d10) 10+6*(L-1)+(2*L) = 20

CHA: 10(00) 10 00

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CMB: 2+4+0 = 6, CMD: 10+2+4+2+0 = 18

20

Traits:

AC 10+2+5 = 17

Charming (+1 Bluff or Diplomacy)

Reactionary (+2 Initiative) Initiative: 2+2+0 = 4

Feats:

L1: Quick Draw

Faction: Liberty's Edge

H: Power Attack

F1: Cleave

F2: Weapon Focus(Greatsword [+7TH]) - Bravery (+1 v Fear)

Skills: (2+0+H+FC)*L = 8

Bluff(Cha): 0 + 0 + 0 + 1 = 1

Climb(Str): 1 + 3 + 4 + 0 = 8

Diplomacy(Cha): 1 + 0 + 0 + 2 = 3

Intimidate(Cha): 1 + 3 + 0 + 0 = 4

Know Dungeoneering(Int): 1 + 3 + 0 + 0 = 4

Know Local(Int): 1 + 0 + 0 + 0 = 1

Perception(Wis): 1 + 0 + 0 + 0 = 1

Ride(Dex): 1 + 3 + 2 + 0 = 6

Sense Motive(Wis): 0 + 0 + 0 + 2 = 2

Swim(Str): 1 + 3 + 4 + 0 = 8

Magic Items:

Wayfinder

Cracked Mulberry Pentacle Ioun Stone (in Wayfinder) [+1 Competance bonus to Diplomacy & Bluff, +2 to Sense Motive(resonance)]

Consumables:

Cure Light Wound Potions (d8+1) - 6

Equipment:

150gp

Greatsword (2d6)

50

Dagger (d4)

2

Shortsword (d6)	10		
Scale Mail (+5)	50	(112)	38

Backpack (common)	2		
Bedroll	0.2		
Belt Pouch (x4)	4		
Blanket	0.5		
Cold Weather Outfit	8		
Flint & Steel	1		
Hooded Lantern	7		
Oil (5 pints, 6 hrs/pint)	0.5		
Rope (50ft)	1		
Signal Whistle	0.8		
Tent	10		
Trail Rations (4 days)	2		
Waterskin	1	(38)	0

Level 1:

10-16 What the Helms Hide	400	400		+1xp	+2pp
06-97 Siege of Serpents	500	900		+1xp	+2pp
00-05 Mists of Mwangi		509	1409		+1xp(3)

+2pp

Wayfinder	250		
Cure Light Wound Potions x6	300		
Mulberry Pentacle Ioun Stone (cracked)	400	(950)	459

Level 2: