

## Big Mike

### Male Human Fighter 3 - CR 2

Chaotic Evil Humanoid (Human); Deity: **Besmara**; Age: **29**;  
Height: **5' 10"**; Weight: **175lb.**; Hair: **Bald**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>9</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>17</b>	=	<b>+4</b>	<b>+1</b>	<b>+2</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>15</b>				

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
<b>+6</b>	=	<b>+3</b>	<b>+3</b>	-	-	

CM Defense	Total	Base	Strength	Dexterity	Size
<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+3</b>	<b>+2</b>

Base Attack	HP
<b>+3</b>	<b>32</b>

Initiative	Damage / Current HP
<b>+2</b>	

Speed
<b>30 ft</b>

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### +1 Studded leather armor

**+4**

Max Dex: +6, Armor Check: -  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+8</b>	STR (3)	2	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+4</b>	CHA (-1)	2	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Profession (sailor)</b>	<b>+6</b>	WIS (0)	3	
<b>Profession (siege engineer)</b>	<b>+4</b>	WIS (0)	1	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+3</b>	STR (3)	-	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Double Slice  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3  
Tower Shield Proficiency  
Two-weapon Defense  
Two-weapon Fighting  
Weapon Focus (Shortsword)

### Special Abilities

Bravery +1 (Ex)

### Throwing axe

Main hand: **+6, 1d6+3**

Main w/ offhand: **+2, 1d6+3**

Main w/ light off.: **+4, 1d6+3**

Offhand: **+4, 1d6+3**

Ranged: **+5, 1d6+3**

Ranged w/ offhand: **+1, 1d6+3**

Ranged w/ light off.: **+3, 1d6+3**

Ranged offhand: **+3, 1d6+3**

Crit: x2

Rng: 10'

Light, S

### Experience & Wealth

Current Cash: **5 GP**

### Gear

**Total Weight Carried: 32/230lbs, Light Load**

**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Studded leather armor 20 lbs

Potion of cure light wounds -

Shortsword 2 lbs

Shortsword 2 lbs

Throwing axe x4 2 lbs

### Tracked Resources

Potion of cure light wounds

Throwing axe

### Languages

Common

## Dum-dum

### Male Human Fighter 3 - CR 2

Chaotic Evil Humanoid (Human); Deity: **Besmara**; Age: **23**;  
Height: **5' 10"**; Weight: **189lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>15</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>7</b>	<b>-2</b>	
<b>WIS</b> WISDOM	<b>11</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>16</b>	=	<b>+3</b>	<b>+1</b>	<b>+2</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>14</b>				

CM Bonus	+	=	+3	+3	-	-
<b>+6</b>						

CM Defense	18	=	10	BAB	Strength	Dexterity	Size
				<b>+3</b>	<b>+3</b>	<b>+2</b>	<b>-</b>

Base Attack	HP
<b>+3</b>	<b>32</b>

Initiative	Speed	Damage / Current HP
<b>+2</b>	<b>30 ft</b>	

### Heavy Shield Bash

Main hand: **+6, 1d4+3**

Crit: x2

Both hands: **+6, 1d4+4**

1-hand, B

Main w/ offhand: **+2, 1d4+3**

Main w/ light off.: **+4, 1d4+3**

Offhand: **+2, 1d4+3**

### Masterwork Heavy wooden shield

**+2**

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

### Studded leather armor

**+3**

Max Dex: +6, Armor Check: -

Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>-2</b>	INT (-2)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+8</b>	STR (3)	2	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+4</b>	CHA (-1)	2	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Profession (sailor)</b>	<b>+6</b>	WIS (0)	3	
<b>Profession (siege engineer)</b>	<b>+4</b>	WIS (0)	1	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+3</b>	STR (3)	-	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Double Slice  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3  
Tower Shield Proficiency  
Two-weapon Defense  
Two-weapon Fighting  
Weapon Focus (Shortsword)

### Special Abilities

Bravery +1 (Ex)

### Masterwork Shock Net

Main hand: **+3**, Crit: N/A  
Main w/ offhand: **-1**, Rng: 10'  
Main w/ light off.: **+1**, Light  
Offhand: **+1**,  
Ranged: **+2**,  
Ranged w/ offhand: **-2**,  
Ranged w/ light off.: **+0**,  
Ranged offhand: **+0**,

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### Throwing axe

Main hand: **+6, 1d6+3** Crit: x2  
Main w/ offhand: **+2, 1d6+3** Rng: 10'  
Main w/ light off.: **+4, 1d6+3** Light, S  
Offhand: **+4, 1d6+3**  
Ranged: **+5, 1d6+3**  
Ranged w/ offhand: **+1, 1d6+3**  
Ranged w/ light off.: **+3, 1d6+3**  
Ranged offhand: **+3, 1d6+3**

### Gear

**Total Weight Carried: 48/230lbs, Light Load**  
**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Heavy Shield Bash	-
Masterwork Heavy wooden shield	10 lbs
Masterwork Shock Net	6 lbs
Potion of cure light wounds	-
Shortsword	2 lbs
Shortsword	2 lbs
Studded leather armor	20 lbs
Throwing axe x4	2 lbs

### Tracked Resources

Masterwork Shock Net	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Languages

Common

### Experience & Wealth

Current Cash: **15 GP**

## Gareb

### Male Human Fighter 3 - CR 2

Chaotic Neutral Humanoid (Human); Deity: **Besmara**; Age: **29**; Height: **5' 10"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>9</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	=	<b>+3</b>	<b>+2</b>	<b>+1</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+4</b>	=	<b>+1</b>	<b>+2</b>	<b>+1</b>		
<b>WILL</b> (WISDOM)	<b>+2</b>	=	<b>+1</b>		<b>+1</b>		

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>17</b>	=	<b>+4</b>	<b>+1</b>	<b>+2</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>15</b>				

CM Bonus	+	Base	Strength	Dexterity	Size
<b>+6</b>	=	<b>+3</b>	<b>+3</b>	<b>-</b>	<b>-</b>

CM Defense	Total	BAB	Strength	Dexterity	Size
<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+3</b>	<b>+2</b>

Base Attack	HP
<b>+3</b>	<b>32</b>

Initiative	Speed	Damage / Current HP
<b>+2</b>	<b>30 ft</b>	

### Longbow

Ranged, both hands: **+5, 1d8** Crit: x3  
Rng: 100'  
2-hand, P

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+8</b>	STR (3)	2	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (-1)	1	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Profession (sailor)</b>	<b>+6</b>	WIS (0)	3	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+13</b>	STR (3)	2	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Double Slice  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3  
Tower Shield Proficiency  
Two-weapon Defense  
Two-weapon Fighting  
Weapon Focus (Shortsword)

### Special Abilities

Bravery +1 (Ex)

### Throwing axe

Main hand: **+6, 1d6+3**

Main w/ offhand: **+2, 1d6+3**

Main w/ light off.: **+4, 1d6+3**

Offhand: **+4, 1d6+3**

Ranged: **+5, 1d6+3**

Ranged w/ offhand: **+1, 1d6+3**

Ranged w/ light off.: **+3, 1d6+3**

Ranged offhand: **+3, 1d6+3**

Crit: x2  
Rng: 10'  
Light, S

### Experience & Wealth

Current Cash: **5 GP**

### +1 Studded leather armor

**+4**

Max Dex: +6, Armor Check: -  
Spell Fail: 15%, Light

### Gear

**Total Weight Carried: 37/230lbs, Light Load**

**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Studded leather armor	20 lbs
Cloak of resistance +1	1 lb
Horn of fog	1 lb
Longbow	3 lbs
Potion of cure light wounds	-
Ring of swimming	-
Shortsword	2 lbs
Shortsword	2 lbs
Throwing axe x4	2 lbs

### Tracked Resources

Potion of cure light wounds	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Languages

Common



## Little Mike

### Male Human Fighter 3 - CR 2

Chaotic Evil Humanoid (Human); Deity: **Besmara**; Age: **29**;  
Height: **5' 10"**; Weight: **175lb.**; Hair: **Bald**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>9</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>17</b>	=	<b>+4</b>	<b>+1</b>	<b>+2</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>15</b>				

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
<b>+6</b>	=	<b>+3</b>	<b>+3</b>	-	-	

CM Defense	Total	Base	Strength	Dexterity	Size
<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+3</b>	<b>+2</b>

Base Attack	HP
<b>+3</b>	<b>32</b>

Initiative	Speed	Damage / Current HP
<b>+2</b>	<b>30 ft</b>	

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### +1 Studded leather armor

+4

Max Dex: +6, Armor Check: -  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+8</b>	STR (3)	2	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+4</b>	CHA (-1)	2	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Profession (sailor)</b>	<b>+6</b>	WIS (0)	3	
<b>Profession (siege engineer)</b>	<b>+4</b>	WIS (0)	1	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+3</b>	STR (3)	-	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Double Slice  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3  
Tower Shield Proficiency  
Two-weapon Defense  
Two-weapon Fighting  
Weapon Focus (Shortsword)

### Special Abilities

Bravery +1 (Ex)

### Throwing axe

Main hand: **+6, 1d6+3**

Main w/ offhand: **+2, 1d6+3**

Main w/ light off.: **+4, 1d6+3**

Offhand: **+4, 1d6+3**

Ranged: **+5, 1d6+3**

Ranged w/ offhand: **+1, 1d6+3**

Ranged w/ light off.: **+3, 1d6+3**

Ranged offhand: **+3, 1d6+3**

Crit: x2

Rng: 10'

Light, S

### Experience & Wealth

Current Cash: **5 GP**

### Gear

**Total Weight Carried: 32/230lbs, Light Load**

**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Studded leather armor 20 lbs

Potion of cure light wounds -

Shortsword 2 lbs

Shortsword 2 lbs

Throwing axe x4 2 lbs

### Tracked Resources

Potion of cure light wounds

Throwing axe

### Languages

Common



## Orgon

### Male Human Fighter 3 - CR 2

Chaotic Evil Humanoid (Human); Deity: **Besmara**; Age: **36**;  
Height: **5' 4"**; Weight: **175lb.**; Hair: **Bald**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>9</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>16</b>	=	<b>+3</b>	<b>+1</b>	<b>+2</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>14</b>				

CM Bonus	+	+	-	-
<b>+6</b>	=	<b>+3</b>	<b>+3</b>	<b>-</b>

CM Defense	18	=	10	BAB	Strength	Dexterity	Size
				<b>+3</b>	<b>+3</b>	<b>+2</b>	<b>-</b>

Base Attack	HP
<b>+3</b>	<b>32</b>

Initiative	Speed	Damage / Current HP
<b>+2</b>	<b>30 ft</b>	

**+1 Battleaxe**

Main hand: **+7, 1d8+4** Crit: x3  
Both hands: **+7, 1d8+5** 1-hand, S

Main w/ offhand: **+3, 1d8+4**  
Main w/ light off.: **+5, 1d8+4**  
Offhand: **+3, 1d8+4**

**Shortsword**

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+8</b>	STR (3)	2	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+4</b>	CHA (-1)	2	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Profession (sailor)</b>	<b>+6</b>	WIS (0)	3	
<b>Profession (siege engineer)</b>	<b>+4</b>	WIS (0)	1	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+3</b>	STR (3)	-	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Double Slice  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3  
Tower Shield Proficiency  
Two-weapon Defense  
Two-weapon Fighting  
Weapon Focus (Shortsword)

### Special Abilities

Bravery +1 (Ex)

### Throwing axe

Main hand: **+6, 1d6+3**

Main w/ offhand: **+2, 1d6+3**

Main w/ light off.: **+4, 1d6+3**

Offhand: **+4, 1d6+3**

Ranged: **+5, 1d6+3**

Ranged w/ offhand: **+1, 1d6+3**

Ranged w/ light off.: **+3, 1d6+3**

Ranged offhand: **+3, 1d6+3**

Crit: x2  
Rng: 10'  
Light, S

### Experience & Wealth

Current Cash: **15 GP**

### Studded leather armor

**+3**

Max Dex: +6, Armor Check: -  
Spell Fail: 15%, Light

### Gear

**Total Weight Carried: 36/230lbs, Light Load**

**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Battleaxe	6 lbs
Potion of cure light wounds	-
Shortsword	2 lbs
Studded leather armor	20 lbs
Throwing axe x4	2 lbs

### Tracked Resources

Potion of cure light wounds	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Languages

Common

## Slasher Jim



### Male Human Fighter 3 - CR 2

Chaotic Evil Humanoid (Human); Deity: **Besmara**; Age: **20**;  
Height: **5' 9"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>9</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>18</b>	=	<b>+4</b>	<b>+1</b>	<b>+2</b>		<b>+1</b>		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>16</b>				

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
<b>+6</b>	=	<b>+3</b>	<b>+3</b>	-	-	

CM Defense	Total	BAB	Strength	Dexterity	Size
<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+3</b>	<b>+2</b>

Base Attack	HP
<b>+3</b>	<b>31</b>

Initiative	Speed	Damage / Current HP
<b>+2</b>	<b>30 ft</b>	

### +1 Trident

Main hand: **+7, 1d8+4** Crit: x2  
 Both hands: **+7, 1d8+5** Rng: 10'  
 Main w/ offhand: **+3, 1d8+4** 1-hand, P, Brace  
 Main w/ light off.: **+5, 1d8+4**  
 Offhand: **+3, 1d8+4**

Ranged: **+6, 1d8+4**  
 Ranged, both hands: **+6, 1d8+5**  
 Ranged w/ offhand: **+2, 1d8+4**  
 Ranged w/ light off.: **+4, 1d8+4**  
 Ranged offhand: **+2, 1d8+4**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+8</b>	STR (3)	2	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+4</b>	CHA (-1)	2	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Profession (sailor)</b>	<b>+5</b>	WIS (0)	2	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+3</b>	DEX (2)	1	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>+8</b>	STR (3)	2	

### Feats

Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Double Slice  
 Enforcer  
 Martial Weapon Proficiency - All  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Tower Shield Proficiency  
 Two-weapon Defense  
 Two-weapon Fighting

## Feats

Weapon Focus (Shortsword)

### Masterwork Switchblade knife

Main hand: **+7, 1d4+3**

Crit: 19-20/x2

Main w/ offhand: **+3, 1d4+3**

Rng: 10'

Main w/ light off.: **+5, 1d4+3**

Light, P

Offhand: **+5, 1d4+3**

Ranged: **+6, 1d4+3**

Ranged w/ offhand: **+2, 1d4+3**

Ranged w/ light off.: **+4, 1d4+3**

Ranged offhand: **+4, 1d4+3**

### Shortsword

Main hand: **+7, 1d6+3**

Crit: 19-20/x2

Main w/ offhand: **+3, 1d6+3**

Light, P

Main w/ light off.: **+5, 1d6+3**

Offhand: **+5, 1d6+3**

### Shortsword

Main hand: **+7, 1d6+3**

Crit: 19-20/x2

Main w/ offhand: **+3, 1d6+3**

Light, P

Main w/ light off.: **+5, 1d6+3**

Offhand: **+5, 1d6+3**

### Throwing axe

Main hand: **+6, 1d6+3**

Crit: x2

Main w/ offhand: **+2, 1d6+3**

Rng: 10'

Main w/ light off.: **+4, 1d6+3**

Light, S

Offhand: **+4, 1d6+3**

Ranged: **+5, 1d6+3**

Ranged w/ offhand: **+1, 1d6+3**

Ranged w/ light off.: **+3, 1d6+3**

Ranged offhand: **+3, 1d6+3**

### +1 Studded leather armor

**+4**

Max Dex: +6, Armor Check: -

Spell Fail: 15%, Light

## Gear

**Total Weight Carried: 37/230lbs, Light Load**

**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Studded leather armor 20 lbs

+1 Trident 4 lbs

Amulet of natural armor +1 -

Book of tiefling pornography -

Masterwork Switchblade knife 1 lb

Potion of cure light wounds -

Shortsword 2 lbs

Shortsword 2 lbs

Throwing axe x4 2 lbs

## Special Abilities

Bravery +1 (Ex)

## Experience & Wealth

Current Cash: **15 GP**

## Tracked Resources

+1 Trident

Masterwork Switchblade knife

Potion of cure light wounds

Throwing axe

## Languages

Common

## Stoke

### Male Human Fighter 3 - CR 2

Chaotic Evil Humanoid (Human); Deity: **Besmara**; Age: **18**;  
Height: **5' 9"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>9</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>20</b>	=	<b>+7</b>	<b>+1</b>	<b>+2</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>18</b>				

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
<b>+6</b>	=	<b>+3</b>	<b>+3</b>	-	-	

CM Defense	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+3</b>	<b>+2</b>				

Base Attack	HP
<b>+3</b>	<b>32</b>

Initiative	Speed
<b>+2</b>	<b>30 ft</b>

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### +1 Breastplate

**+7**

Max Dex: +4, Armor Check: -2  
Spell Fail: 25%, Medium



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+0</b>	DEX (2)	-	
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+6</b>	STR (3)	2	
<b>Craft (siege engines)</b>	<b>+4</b>	INT (-1)	2	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+0</b>	DEX (2)	-	
<b>Fly</b>	<b>+0</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (-1)	1	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Profession (sailor)</b>	<b>+4</b>	WIS (0)	1	
<b>Profession (siege engineer)</b>	<b>+6</b>	WIS (0)	3	
<b>Ride</b>	<b>+0</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+0</b>	DEX (2)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>+1</b>	STR (3)	-	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Double Slice  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3  
Tower Shield Proficiency  
Two-weapon Defense  
Two-weapon Fighting  
Weapon Focus (Shortsword)

### Throwing axe

Main hand: **+6, 1d6+3**

Main w/ offhand: **+2, 1d6+3**

Main w/ light off.: **+4, 1d6+3**

Offhand: **+4, 1d6+3**

Ranged: **+5, 1d6+3**

Ranged w/ offhand: **+1, 1d6+3**

Ranged w/ light off.: **+3, 1d6+3**

Ranged offhand: **+3, 1d6+3**

Crit: x2  
Rng: 10'  
Light, S

### Experience & Wealth

Current Cash: **15 GP**

### Gear

**Total Weight Carried: 42/230lbs, Light Load**  
**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Breastplate	30 lbs
Potion of Alter Self	-
Potion of cure light wounds	-
Shortsword	2 lbs
Shortsword	2 lbs
Throwing axe x4	2 lbs

### Special Abilities

Bravery +1 (Ex)

### Tracked Resources

Potion of Alter Self	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Languages

Common



## Tanned Hank

### Male Human Fighter 3 - CR 2

Chaotic Evil Humanoid (Human); Deity: **Besmara**; Age: **30**;  
Height: **5' 8"**; Weight: **175lb.**; Skin: **Tanned**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>9</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>16</b>	=	<b>+3</b>	<b>+1</b>	<b>+2</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>14</b>				

CM Bonus	+	=	+	+	-	-
<b>+6</b>		=	<b>+3</b>	<b>+3</b>	<b>-</b>	<b>-</b>

CM Defense	18	=	10	BAB	Strength	Dexterity	Size
		=	<b>10</b>	<b>+3</b>	<b>+3</b>	<b>+2</b>	<b>-</b>

Base Attack	HP
<b>+3</b>	<b>32</b>

Initiative	Speed	Damage / Current HP
<b>+2</b>	<b>30 ft</b>	

### Masterwork Spear

Both hands: **+7, 1d8+4** Crit: x3  
Rng: 20'  
Ranged, both hands: **+6, 1d8+4** 2-hand, P, Brace

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**

### Shortsword

Main hand: **+7, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+3, 1d6+3** Light, P  
Main w/ light off.: **+5, 1d6+3**  
Offhand: **+5, 1d6+3**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+7</b>	STR (3)	1	
<b>Craft (carpentry)</b>	<b>+5</b>	INT (-1)	3	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (-1)	1	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Profession (sailor)</b>	<b>+4</b>	WIS (0)	1	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+8</b>	STR (3)	2	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Double Slice  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3  
Tower Shield Proficiency  
Two-weapon Defense  
Two-weapon Fighting  
Weapon Focus (Shortsword)

### Special Abilities

Bravery +1 (Ex)

### Throwing axe

Main hand: **+6, 1d6+3**

Main w/ offhand: **+2, 1d6+3**

Main w/ light off.: **+4, 1d6+3**

Offhand: **+4, 1d6+3**

Ranged: **+5, 1d6+3**

Ranged w/ offhand: **+1, 1d6+3**

Ranged w/ light off.: **+3, 1d6+3**

Ranged offhand: **+3, 1d6+3**

Crit: x2

Rng: 10'

Light, S

### Experience & Wealth

Current Cash: **5 GP**

### Studded leather armor

**+3**

Max Dex: +6, Armor Check: -

Spell Fail: 15%, Light

### Gear

**Total Weight Carried: 38/230lbs, Light Load**

**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Masterwork Spear	6 lbs
Potion of cure light wounds	-
Shortsword	2 lbs
Shortsword	2 lbs
Studded leather armor	20 lbs
Throwing axe x4	2 lbs

### Tracked Resources

Masterwork Spear	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Languages

Common