

Oswald Bainbridge

Player: Bruce Turner

Male Human (Varisian) Fighter (Crossbowman) 5 - CR 4
 Lawful Good Humanoid (Human); Deity: **Pharasma**; Age: **24**; Height: **5' 9"**; Weight: **175lb.**; Eyes: **Brown**; Hair: **Black**; Skin: **Sallow**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	14/12	+2/+1	
INT INTELLIGENCE	11	0	
WIS WISDOM	14	+2	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+4	+1			
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						
REFLEX (DEXTERITY)	+6	=	+1	+5			
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						
WILL (WISDOM)	+3	=	+1	+2			
	Bravery: +1 vs. fear, Bard: Inspire Courage : +1 morale bonus vs. charm and fear						

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	+6		+2				
Touch AC	12								
CM Bonus	+7	=	+5		+3				
CM Defense	20	=	10	+5		+3		+5	
Base Attack				+5					
Initiative				+5					
Speed				30 / 20 ft					

+1 Heavy crossbow

Ranged: **+9/+9, 1d10+6** Crit: 19-20/x2
 Ranged, Both Hands: **+13/+13, 1d10+6** Rng: 120'
 2-Hand, P
 Deadshot: +2 to damage with readied crossbow attacks

Glaive

Both Hands: **+7, 1d10+5** Crit: x3
 2-Hand, S, Reach

Lopper's Hand Axe

Mainhand: **+8, 1d6+5** Crit: x3
 Light, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (5)	-	
Speed less than 30' : -4 jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-1	STR (3)	-	
Craft (weapons)	+6	INT (0)	5	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+1	DEX (5)	-	
Fly	+1	DEX (5)	-	
Heal	+2	WIS (2)	-	
Intimidate	+7	CHA (1)	3	
Perception	+5	WIS (2)	3	
Ride	+1	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+10	DEX (5)	5	
Highlander (hills or mountains) : +2 Trait bonus in hilly or rocky areas				
Survival	+9	WIS (2)	4	
Swim	-1	STR (3)	-	

Feats

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Crossbow Mastery (Heavy crossbow)
 Martial Weapon Proficiency - All
 Point Blank Shot
 Precise Shot
 Rapid Reload (Heavy crossbow)
 Rapid Shot
 Shield Proficiency

Feats

Simple Weapon Proficiency - All
Tower Shield Proficiency
Weapon Focus (Heavy crossbow)
Weapon Specialization (Heavy crossbow)

Traits

Highlander (hills or mountains)

Masterwork Heavy Crossbow

Ranged: **+9/+9, 1d10+5** Crit: 19-20/x2
Ranged, Both Hands: **+13/+13, 1d10+5** Rng: 120'
2-Hand, P
Deadshot: +2 to damage with readied crossbow attacks

Masterwork Chainmail

+6

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows

Gear

Total Weight Carried: 138.64/260lbs, Medium Load (Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)

+1 Heavy crossbow	8 lbs
Antiplague x3 <In: Belt pouch (16 @ 6.5 lbs)>	-
Antitoxin x3 <In: Belt pouch (16 @ 6.5 lbs)>	-
Artisan's outfit (Free)	-
Backpack (22 @ 35.64 lbs)	2 lbs
Bedroll <In: Backpack (22 @ 35.64 lbs)>	5 lbs
Belt pouch (16 @ 6.5 lbs)	0.5 lbs
Caltrops x2 <In: Backpack (22 @ 35.64 lbs)>	2 lbs
Crossbow bolts x40	0.1 lbs
Crossbow Bolts +1 x50 <In: Worn Leather Bolt	0.1 lbs
Flint and steel	-
Ghost Touch Crossbow Bolts +1 x50 <In: Worn	0.1 lbs
Glaive	10 lbs
Holy water x5 <In: Backpack (22 @ 35.64 lbs)>	1 lb
Hooded lantern <In: Backpack (22 @ 35.64 lbs)>	2 lbs
Lopper's Hand Axe	3 lbs
Masterwork Chainmail	40 lbs
Masterwork Heavy Crossbow	8 lbs
Money <In: Backpack (22 @ 35.64 lbs)>	4.64 lbs
Oil x6 <In: Backpack (22 @ 35.64 lbs)>	1 lb
Oil of keen edge	-
Potion of cure light wounds x3	-
Potion of cure moderate wounds	-
Potion of invisibility	-
Potion of protection from evil	-
Signal horn <In: Belt pouch (16 @ 6.5 lbs)>	2 lbs
Silver Crossbow Bolts x50 <In: Worn Leather Bolt	0.1 lbs
Soothe syrup <In: Belt pouch (16 @ 6.5 lbs)>	0.5 lbs
Sunrod x4 <In: Belt pouch (16 @ 6.5 lbs)>	1 lb
Tindertwig x4 <In: Belt pouch (16 @ 6.5 lbs)>	-
Torch x5 <In: Backpack (22 @ 35.64 lbs)>	1 lb
Undead Bane Crossbow Bolts +1 x50 <In: Worn	0.1 lbs
Waterskin <In: Backpack (22 @ 35.64 lbs)>	4 lbs
Worn Leather Bolt Case (200 @ 20 lbs)	-

Special Abilities

[N/A] Bane (Undead)

Bravery +1 (Ex)

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **2 PP, 224 GP, 6 CP**

Special Abilities

Deadshot +2 (Ex)
[N/A] Ghost touch

Tracked Resources

Antiplague	□□□
Antitoxin	□□□
Crossbow bolts	□□□□□ □□□□□
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Crossbow Bolts +1	□□□□□ □□□□□
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Ghost Touch Crossbow Bolts +1	□□□□□ □□□□□
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Holy water	□□□□□
Oil of keen edge	□
Potion of cure light wounds	□□□
Potion of cure moderate wounds	□
Potion of invisibility	□
Potion of protection from evil	□
Silver Crossbow Bolts	□□□□□ □□□□□
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Tindertwig	□□□□
Torch	□□□□□
Undead Bane Crossbow Bolts +1	□□□□□ □□□□□
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Languages

Common

Varisian

Companions

Leopold (combat trained) (Horse, light (combat trained)), Horse - CL2 - CR 1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will **+1**

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11 Tch / 9 FI

Fly **+0**, Perception **+6**, Stealth **-2**

Hooves x2 (Horse) **Melee +3 x2**, **1d4+3**, x2

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

Charges: Trail rations - **0/5**

Background

Oswald Bainbridge, Hard-bitten Crossbowman

Before Oswald's birth, the Bainbridges made their livelihood as landholding farmers in Ardeal. That ended with the War Without Rivals, when his parents fled to Odranto to avoid the Barstoi invaders. Oswald grew up in trying circumstances as his father and uncle tried to find work as laborers. When Oswald was eleven, he often spent dark nights sneaking behind the market stalls of Ardagh, hoping to find discarded cabbages to bring home. One night, he ran into a strange, foreign man wearing fine but mud-spattered high leather boots. The man looked deeply at him, and then told him, "You've a man's death in you, boy. A good man's death." The tone of his voice chilled Oswald. He handed Oswald a silver piece and disappeared into the shadows. Since then, Oswald has pondered the stranger's words: would he become that man, and die nobly? Or would he be responsible for the passing of someone great?

Oswald grew up strong and secured a position in the service of Count Muralt. He learned the crossbow and fieldcraft, finding employ with Tamberin Gurigh's Company. On a long march beyond the Moutray River his patrol came upon a small expedition, hard-pressed by Kellid barbarians. His sergeant ordered the men to action. The fighting was awful: the Kellids were too many and their blood-rage was too high. The barbarians massacred the expedition and the soldiers too, their axes driven by a strange power. Oswald was among the last, falling with an axe-gash across his chest. He was surprised to wake later in the care of Professor Lorrimer, last survivor of the expedition. The professor refused to answer any questions about the expedition, how the two of them were the only survivors, or the power the Kellids had woken. Years later, he can still remember the professor's words, "Keeping you with us carried a price, young fellow. Someday, that price will need to be paid in full."

With his companions dead and his family still destitute, Oswald left the service of the Count and took employ as a mercenary crossbowman. With Ustalav a land beset by troubles, he found his talents in high demand, even if the pay was bad. On several occasions he worked for Professor Lorrimer on his expeditions as a guard or a laborer. Even though they talked many times, neither of them ever mentioned the night beyond the Moutray River. Then a year ago he received a letter from the Professor, asking for his services on another expedition. Oswald had other commitments and declined, but that night and every night after for a week his dreams were wracked by visions of sleek, black bat-winged creatures with lambent eyes that saw all. Now that word comes of the Professor's death he fears that it was his refusal that doomed the old man. As he walks north to Lepidstadt he wonders who must die, what the price is, and what the visions of night-flyers mean.