

## Hugin

### Male Human Fighter 5 - CR 4

Neutral Good Humanoid (Human); Deity: **Iomedae**; Age: **24**; Height: **5' 9"**; Weight: **175lb.**; Eyes: **Brown**; Hair: **Brown**; Skin: **Tanned**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>11</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	=	<b>+4</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>19</b>	=	<b>+6</b>		<b>+2</b>			<b>+1</b>	

**Touch AC** **13** **Flat-Footed AC** **16**

**Mobility:** +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+8</b>	=	<b>+5</b>	<b>+3</b>	-

		BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>21</b>	=	<b>10</b>	<b>+5</b>	<b>+3</b>

See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	<b>+5</b>	<b>HP</b>	<b>43</b>
<b>Initiative</b>	<b>+6</b>	Damage / Current HP	
<b>Speed</b>	<b>30 ft</b>		

### Dagger

Mainhand: **+8, 1d4+3** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+7, 1d4+3** Light, P/S

### Heavy crossbow

Ranged: **+3, 1d10** Crit: 19-20/x2  
Rng: 120'  
Ranged, Both Hands: **+7, 1d10** 2-Hand, P

### Heavy mace

Mainhand: **+8, 1d8+3** Crit: x2  
Both Hands: **+8, 1d8+4** 1-Hand, B



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

### Feats

Acrobatic  
Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Dodge  
Improved Initiative  
Martial Weapon Proficiency - All  
Mobility  
Power Attack -2/+4  
Rapid Reload (Heavy crossbow)  
Shield Proficiency

## Feats

Simple Weapon Proficiency - All  
Tower Shield Proficiency  
Weapon Focus (Greatsword)

## Masterwork Greatsword

Both Hands: **+11, 2d6+5** Crit: 19-20/x2  
2-Hand, S

## Masterwork Whip

Mainhand: Crit: x2  
**+5, 1d3+3** 1-Hand, S, Disarm, Nonlethal, Reach, Trip  
Both Hands:  
**+5, 1d3+3**

## Chainmail

**+6** Max Dex: +3, Armor Check: -4  
Spell Fail: 30%, Medium

## Gear

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

Backpack (1 @ 5 lbs)	2 lbs
Chainmail	40 lbs
Crossbow bolts x10	0.1 lbs
Dagger	1 lb
Heavy crossbow	8 lbs
Heavy mace	8 lbs
Masterwork Greatsword	8 lbs
Masterwork Whip	2 lbs
Money	-
Silk rope <In: Backpack (1 @ 5 lbs)>	5 lbs

## Special Abilities

Bravery +1 (Ex)  
Weapon Training (Blades, Heavy) +1 (Ex)

## Tracked Resources

Crossbow bolts ☐☐☐☐☐☐☐☐  
Dagger ☐

## Languages

Common

## Experience & Wealth

Current Cash: **You have no money!**