

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
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	11	0	
CHA CHARISMA	10	0	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) +6 = **+4** **+2**

REFLEX
(DEXTERITY) +3 = **+1** **+2**

WILL
(WISDOM) +1 = **+1**

Bravery: +1 vs. fear

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC 19 = **+6** **+2** **+1**

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

CM Bonus +8 = **+5** **+3** **-** **-**

BAB Strength Dexterity Size

CM Defense 21 = 10 **+5** **+3** **+2** **-**

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

Base Attack **+5** **HP** 43

Damage / Current HP

Initiative **+6**

Speed 30 ft

Dagger

Mainhand: **+8, 1d4+3**

Crit: 19-20/x2

Rng: 10'

Light, P/S

Ranged: **+7, 1d4+3**

Heavy crossbow

Ranged: **+3, 1d10**

Crit: 19-20/x2

Ranged, Both Hands: **+7, 1d10**

Rng: 120'

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
Acrobatics	+2	DEX (2)	2	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+3	STR (3)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-2	DEX (2)	-	
Fly	+0	DEX (2)	-	
Handle Animal	+4	CHA (0)	1	
Heal	+0	WIS (0)	-	
Intimidate	+4	CHA (0)	1	
Perception	+5	WIS (0)	5	
Ride	+2	DEX (2)	1	
Sense Motive	+0	WIS (0)	-	
Stealth	+2	DEX (2)	4	
Survival	+4	WIS (0)	1	
Swim	-1	STR (3)	-	

Feats

Acrobatic
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Dodge
Improved Initiative
Marital 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)

Experience & Wealth

Current Cash: You have no money!

Masterwork Greatsword

Both Hands: **+11, 2d6+5**

Crit: 19-20/x2
2-Hand, S

Masterwork Whip

Mainhand: **+5, 1d3+3** Crit: x2
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	<input type="checkbox"/>
Dagger	<input type="checkbox"/>

Languages

Common