

Gareth Chaotic Good Human Fighter - 3

Initiative +5

Move: 20'

HP: 30

Dmg:

Sub:

Combat

Armor: *Masterwork* Breast Plate, ACP -3

Armor Class: 16, Flat Footed: 15, Touch: 11

Base Attack +3

Ranged: *Mw. Mighty (14)* Composite Longbow +6, d8+2, x3, 110', piercing

Masterwork Arrows: () () () () () () () () () () x10 ()

Ranged: Dagger +4, d4+3, 10', piercing or slashing

Melee: *Masterwork* Halberd +8, d10+4, x3, slashing and piercing

Melee: Short Sword +6, d6+3, 19-20, piercing

Melee: Dagger +6, d4+3, 19-20, piercing or slashing

Fortitude Save: +5, Reflex Save +2, Will Save +3

Attributes

Str: 16 (+3)

Dex: 12 (+1)

Con: 14 (+2)

Int: 12 (+1)

Wis: 10

Cha: 10

XP

6000 for next level

Skill	Ranks	Bonus	Misc.	Thunderstones	() ()
Climb _{STR}	6	+9	-3		
Hide _{DEX}	0	+1	-3	Oil of <i>Magic Weapon</i>	()
Intimidate _{CHA}	6	+6		Potion - <i>Cure Light Wounds d8+2</i>	() () ()
Jump _{STR}	6	+9	-3	Potion of <i>Jump</i>	()
Listen _{WIS}	0	+0		Potion of <i>Heroism</i>	()
Move Silently _{DEX}	0	+1	-3		
Search _{INT}	6	+4			
Spot _{WIS}	0	+1			

Gear: Backpack, Bedroll, Flint & Steel, Trail Rations for two days, two Sacks, Waterskin.

Money: 4sp, 6cp

Race: Human Abilities: Bonus Feat, Bonus Skills

Fighter Abilities: Bonus Feats, Weapon Specialization

Feats: Endurance, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Halberd) *Gareth is +1 to hit with Halberds*

Languages: Common, Elvish, Giant, Orcish, Terran

Gareth Chaotic Good Human Fighter - 3

Gareth is an older human, but still very tough and canny in a fight. He has joined with his companions to find glory in combating the forces of evil and a fortune in stolen gold and treasures. He relies on his armor and weapons to see him through battles. He believes in fighting the good fight against the forces of evil and the monsters that threaten Michevon.

Weapon Notes

Notes: A halberd will do double damage to a charging opponent if it is *readied* against them. It can also be used to make *trip* attacks or be dropped in response to being *tripped*.

Potions

Potion of *Jump* - Gareth gains a +10 enhancement bonus to his Jump skill for one minute.

Potion of *Heroism* - Gareth gains a +2 competence bonus to attacks, saves and skills for one hour.