

Brigid (human guard)

Human fighter 3 - CR 2

Neutral Evil Humanoid (Human); Age: 18; Height: 5' 4";
Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
REFLEX (DEXTERITY)	+3	=	+1	+2			
WILL (WISDOM)	+0	=	+1	-1			

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+5	+1	+2			+1	

Touch AC	13	Flat-Footed AC	16	
BAB		Strength	Size	Misc

CM Bonus +7	=	+3	+4	-	-
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			BAB	Strength	Dexterity	Size
CM Defense	20	= 10	+3	+4	+2	-

Total	Damage / Current HP
HP 31	

Grazed 23 Critical 7

Wounded 15 Disabled 0 to -2

Base Attack	+3
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Initiative	+2
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Speed	30 ft
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Dagger

Main hand: +7, 1d4+4 Crit: 19-20/x2
Rng: 10'
Ranged: +5, 1d4+4 Light, P/S

Longsword

Main hand: +8, 1d8+4 Crit: 19-20/x2
Both hands: +8, 1d8+6 1-hand, S

Warhammer

Main hand: +7, 1d8+4 Crit: x3
Both hands: +7, 1d8+6 1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+4	STR (4)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Handle Animal	+5	CHA (1)	1	
Heal	-1	WIS (-1)	-	
Intimidate	+10	CHA (1)	2	
Perception	+0	WIS (-1)	1	
Ride	+2	DEX (2)	1	
Sense Motive	-1	WIS (-1)	-	
Stealth	-2	DEX (2)	-	
Survival	+4	WIS (-1)	2	
Swim	+4	STR (4)	1	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Dodge
Intimidating Prowess
Martial Weapon Proficiency - All
Precise Strike
Shield Proficiency
Shield Wall
Simple Weapon Proficiency - All
Tower Shield Proficiency
Weapon Focus (Longsword)

Special Abilities

Bravery +1 (Ex)

Buckler

+1

Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Experience & Wealth

Current Cash: **8 gp**
Reputation: **Fame: 4, PP: 4, 100 miles.**

Scale mail

+5

Max Dex: +4, Armor Check: -3
Spell Fail: 25%, Medium

Gear

Total Weight Carried: 69.2/350 lbs, Light Load
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

Backpack, masterwork (20 @ 20 lbs)	4 lbs
Buckler	5 lbs
Candle x2 <In: Backpack, masterwork (20 @ 20 lbs)>	-
Chalk <In: Backpack, masterwork (20 @ 20 lbs)>	-
Courtier's outfit <In: Backpack, masterwork (20 @ 20	6 lbs
Dagger	1 lb
Everburning torch <In: Backpack, masterwork (20 @ 20	1 lb
Hammer <In: Backpack, masterwork (20 @ 20 lbs)>	2 lbs
Longsword	4 lbs
Money	0.16 lbs
Piton x4 <In: Backpack, masterwork (20 @ 20 lbs)>	0.5 lbs
Potion of cure light wounds x2	-
Sack (empty) x2 <In: Backpack, masterwork (20 @	0.5 lbs
Scale mail	30 lbs
Silk rope <In: Backpack, masterwork (20 @ 20 lbs)>	5 lbs
Sunrod x3 <In: Backpack, masterwork (20 @ 20 lbs)>	1 lb
Tindertwig x4 <In: Backpack, masterwork (20 @ 20 lbs)>	-
Warhammer	5 lbs

Tracked Resources

Dagger	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Sunrod	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/>

Languages

Common

Sourcebooks Used

- **Advanced Player's Guide** - Precise Strike (feat); Shield Wall (feat)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)