

## Standard guards (8 total)

### Human fighter 2 - CR 1

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

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

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

Bravery: +1 vs. fear

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

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

CM Bonus	+6 =	+2	+4	-	-
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CM Defense	19 = 10	BAB	Strength	Dexterity	Size
		+2	+4	+2	-

Total	Damage / Current HP
<b>HP</b> 22	

Grazed 16 Critical 5

Wounded 11 Disabled 0 to -2

Base Attack	+2
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Initiative	+2
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Speed	30 / 20 ft
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### Dagger

Main hand: +6, 1d4+4 Crit: 19-20/x2  
Rng: 10'  
Ranged: +4, 1d4+4 Light, P/S

### Longsword

Main hand: +7, 1d8+4 Crit: 19-20/x2  
Both hands: +7, 1d8+6 1-hand, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-3	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	+3	STR (4)	1	
<b>Diplomacy</b>	+1	CHA (1)	-	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	-3	DEX (2)	-	
<b>Fly</b>	-3	DEX (2)	-	
<b>Handle Animal</b>	+5	CHA (1)	1	
<b>Heal</b>	-1	WIS (-1)	-	
<b>Intimidate</b>	+5	CHA (1)	1	
<b>Perception</b>	-1	WIS (-1)	-	
<b>Ride</b>	+1	DEX (2)	1	
<b>Sense Motive</b>	-1	WIS (-1)	-	
<b>Stealth</b>	-3	DEX (2)	-	
<b>Survival</b>	+3	WIS (-1)	1	
<b>Swim</b>	+3	STR (4)	1	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Dodge  
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: 3, PP: 3, 100 miles.**

### Scale mail

+5

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

### Gear

**Total Weight Carried: 64.2/350 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)>	-

### 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)