

Character Info

Name: Skender Ionescu**Class:** Slayer 1**Favored Class:****Race:** Human**Alignment:** CN**Deity:** Calistria**Size:** M**Hair:** curly black**Eyes:** Black**Height:** 6.0**Weight:** 170**Hometown:** Caliphias**Languages:** Varisian

Ability Scores

Ability	Total	Modifier	Tem
STR	13	+1	___
DEX	14	+2	___
CON	12	+1	___
INT	10	0	___
WIS	9	-1	___
CHA	10	0	___

Skills

Class Skill	Skill	(* = Trained Only)	Ranks	Ability	Bonuses	AC Penalty	Total
<input checked="" type="checkbox"/>	Acrobatics		1	2 DEX	0	-	6
<input type="checkbox"/>	Appraise		-	0 INT	0	-	0
<input checked="" type="checkbox"/>	Bluff		-	0 CHA	0	-	0
<input checked="" type="checkbox"/>	Climb		1	1 STR	0	-	5
<input type="checkbox"/>	Craft ()		-	0 INT	0	-	0
<input type="checkbox"/>	Diplomacy		-	0 CHA	0	-	0
<input type="checkbox"/>	Disable Device*		-	2 DEX	0	-	2
<input checked="" type="checkbox"/>	Disguise		-	0 CHA	0	-	0
<input type="checkbox"/>	Escape Artist		1	2 DEX	0	-	3
<input type="checkbox"/>	Fly		-	2 DEX	0	-	2
<input type="checkbox"/>	Handle Animal*		-	0 CHA	0	-	0
<input checked="" type="checkbox"/>	Heal		-	-1 WIS	0	-	-1
<input checked="" type="checkbox"/>	Intimidate		-	0 CHA	0	-	0
<input type="checkbox"/>	Knowledge (arcana)*		-	0 INT	0	-	0
<input checked="" type="checkbox"/>	Knowledge (dungeoneering)*		-	0 INT	0	-	0
<input type="checkbox"/>	Knowledge (engineering)*		-	0 INT	0	-	0
<input checked="" type="checkbox"/>	Knowledge (geography)		1	0 INT	0	-	4
<input type="checkbox"/>	Knowledge (history)*		-	0 INT	0	-	0
<input checked="" type="checkbox"/>	Knowledge (local)		1	0 INT	0	-	4
<input type="checkbox"/>	Knowledge (nature)*		-	0 INT	0	-	0
<input type="checkbox"/>	Knowledge (nobility)*		-	0 INT	0	-	0
<input type="checkbox"/>	Knowledge (planes)*		-	0 INT	0	-	0
<input type="checkbox"/>	Knowledge (religion)*		-	0 INT	0	-	0
<input type="checkbox"/>	Linguistics		-	0 INT	0	-	0
<input checked="" type="checkbox"/>	Perception		-	-1 WIS	0	-	-1
<input type="checkbox"/>	Perform ()		-	0 CHA	0	-	0
<input checked="" type="checkbox"/>	Profession (*)		-	-1 WIS	0	-	-1
<input checked="" type="checkbox"/>	Ride		-	2 DEX	0	-	2
<input checked="" type="checkbox"/>	Sense Motive		-	-1 WIS	0	-	-1
<input type="checkbox"/>	Sleight of Hand*		-	2 DEX	0	-	2
<input type="checkbox"/>	Spellcraft*		-	0 INT	0	-	0
<input checked="" type="checkbox"/>	Stealth		1	2 DEX	0	-	6
<input checked="" type="checkbox"/>	Survival		-	-1 WIS	0	-	-1
<input checked="" type="checkbox"/>	Swim		1	1 STR	0	-	5
<input type="checkbox"/>	Use Magic Device*		-	0 CHA	0	-	0

Racial Abilities

Bonus Feat

Skilled

Ability Score Increase (Dexterity)

Class Features

Studied Target

Track

Feats

Simple Weapon Proficiency

Martial Weapon Proficiency (all)

Light Armor Proficiency

Medium Armor Proficiency

Shield Proficiency

Point-Blank Shot

Precise Shot

Traits

On the Payroll

Gregarious

Misc Ability/Skill Bonuses

Bluff, Perception, Sense Motive, Survival, Knowledge (all)

Studied Target: +1 bonus vs. studied target.

Intimidate

Inherent: You gain a +4 bonus on Intimidate checks if you are larger than your target, and a -4 penalty on Intimidate checks if you are smaller than your target.

Survival

Track: +1 bonus to follow tracks

Combat Info

HP

Max

Current

Nonlethal

Temp

AC

Temp Bonus

Flat-Footed

Touch

Situational Bonuses

Saves

Fort Save

Total

Temp

Reflex Save

Total

Temp

Will Save

Total

Temp

Situational Bonuses

CMD

CMD

Total

Temp

Situational Bonuses

Combat Info

Info	Speed	Senses	Size and Reach
Initiative: 2 	Base Speed: 30	None	Size: medium
BAB: 1	Charge Speed: 60		Space: 5 ft.
AoO/Rd: 1	Run Speed: 120		Reach: 5
CMB: 2 			
Resistances and Weaknesses			
None			
Immunities			
Other Stuff			
<p>Precise Shot: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.</p>			

QUARTERSTAFF

Melee +2

Damage: 1d6+1

Double-side Damage: 1d6

Critical: x2

Damage Type: B

Special: double, monk

Standard action attack bonus: 2

Other Info:

- **Studied Target** +1 attack vs. studied target.
- **Studied Target** +1 damage vs. studied target.

Other Actions

Times per day

GREGARIOUS

Once per day, when you attempt a Diplomacy check to improve a creature's attitude toward you, you may choose to reroll the check after the first roll is made but before the results are revealed. You must take the second result, even if it is worse.

STUDIED TARGET

MV

As a move action, you may study a target, gaining +1 on Bluff, Knowledge, Perception, Sense Motive, Survival, attack and damage rolls, as well as increased DC of your abilities against the target.

CHARGE

FR

Move up to double your movement in a straight line and attack once, gaining **+2** to your attack roll, but taking **-2** to AC until the beginning of your next turn.

FIGHT DEFENSIVELY

ST

You can choose to fight defensively, giving you a **-4** penalty on all attacks in a round to gain a **+2** dodge bonus to AC until the start of your next turn.

FIGHT DEFENSIVELY
(FULL ROUND)

You can choose to fight defensively, giving you a **-4** penalty on all attacks in a round to gain a **+2** dodge bonus to AC until the start of your next turn.

TOTAL DEFENSE

ST

You can choose to take the total defense action, gaining a **+4** dodge bonus to AC for 1 round. You can't make attacks of opportunity while using total defense.

AID ANOTHER

ST

You can assist an ally with their attack roll if you are in a position to make a melee attack against the same creature. Roll against AC 10 and if you succeed your ally gains a **+2** bonus on their attack roll or **+2** bonus to AC against that opponent's next attack. Additionally, you can assist an ally with a skill check, saving throw, etc by making the same check against DC 10. This grants a **+2** bonus.

Spellcasting

Inventory

Platinum

Looted This Session

190

Gold

Looted This Session

Silver

Looted This Session

Copper

Looted This Session

Encumbrance Info

Estimated Weight Of Equipment:
45

Light (< 50 Lbs.)

Medium (< 100 Lbs.)

Heavy (< 150 Lbs.)

Item	Weight (total)	Quantity
Heavy crossbow	8 lbs.	
Quarterstaff	4 lbs.	
Haramaki	1 lbs.	
Traveler's Outfit	5 lbs.	
Backpack	2 lbs.	
Bedroll	5 lbs.	
Belt Pouch	0.5 lbs.	
Flint And Steel	0 lbs.	
Mess Kit	1 lbs.	
Rope (50 Ft.)	0 lbs.	
Torch	10 lbs.	
Trail Rations	5 lbs.	
Waterskin	4 lbs.	