

Chaine

Character Name

Rogue 2, Fighter 12

CLASS

14 (13)

445000 / 635000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

21

+5

23

+6

DEX

14

+2

14

+2

CON

12

+1

12

+1

INT

13

+1

13

+1

WIS

10

+0

12

+1

CHA

10

+0

10

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+14

=

+8

+

+1

+

+5

+

+0

+

+0

REFLEX

+14

=

+7

+

+2

+

+5

+

+0

+

+0

WILL

+12

=

+4

+

+1

+

+5

+

+2

+

+0

Allard

Player Name

Human / Humanoid

RACE

19

Male

AGE

GENDER

EYES

HAIR

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

141

AC

23

21

12

10

9

0

2

0

2

0

0

0

0

0

0

0

0

0

0

INITIATIVE

+6

=

+2

+

+4

MISS CHANCE

20

+1

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Asmodeus

Deity

Medium / 5 ft.

SIZE / FACE

EYES

HAIR

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

141

AC

23

21

12

10

9

0

2

0

2

0

0

0

0

0

0

0

0

0

INITIATIVE

+6

=

+2

+

+4

MISS CHANCE

20

+1

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

None

Region

5' 2" / 140 lbs.

HEIGHT / WEIGHT

EYES

HAIR

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

141

AC

23

21

12

10

9

0

2

0

2

0

0

0

0

0

0

0

0

0

INITIATIVE

+6

=

+2

+

+4

MISS CHANCE

20

+1

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Lawful Evil

Alignment

Normal

VISION

EYES

HAIR

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

141

AC

23

21

12

10

9

0

2

0

2

0

0

0

0

0

0

0

0

0

INITIATIVE

+6

=

+2

+

+4

MISS CHANCE

20

+1

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Conditional Save Modifiers:

+3 Will vs. fear

MELEE

RANGED

CMB

CMB

CMD

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Hand

Type

Size

Critical

Reach

Both

S

M

18-20/x3

10 ft.

\*Glaive +1 (Unholy)

Hand

Type

Size

Critical

Reach

Both

S

M

18-20/x3

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+23/+18/+13

1d10+14

Special Properties: evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder

Falchion +1 (Alchemical Silver/Furious)

Hand

Type

Size

Critical

Reach

Carried

S

M

18-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+21/+16/+11

2d4+10

Special Properties: 10 hp/inch, hardness 8, +2 to enhancement bonus when raging, always applies its enhancement bonus to skills which are enhanced by rage powers

Dagger (Silver/Masterwork)

Hand

Type

Size

Critical

Reach

Carried

PS

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

20/+15/+10

1d4+5

2W-P-(OH)

14/+9/+4

1d4+5

1H-O

16/+11/+6

1d4+2

2W-P-(OL)

16/+11/+6

1d4+5

2H

20/+15/+10

1d4+5

2W-OH

12

1d4+2

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

16/+11/+6

14/+9/+4

12/+7/+2

10/+5/+0

8/+3/-2

Dam

1d4+5

1d4+5

1d4+5

1d4+5

1d4+5

Special Properties: 10 hp/inch, hardness 8

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

Type

AC

MAXDEX

CHECK

SPELL FAILURE

\*Celestial Plate Armor

Medium

+9

+6

-3

20

Allows the wearer to fly on command once per day. Aura faint transmutation (Good). Celestial plate armor is a sturdier version of the standard celestial armor. This bright silver suit of +3 full plate is remarkably light, and is treated as medium armor. It has a maximum Dexterity bonus of +6, an armor check penalty of -3, and an arcane spell failure chance of 20%. It allows the wearer to use fly on command (as the spell) once per day.

Shield +1 (Heavy/Steel)

Heavy

+3

-1

15

\*Amulet of Natural Armor +2

+2

+0

0

TOTAL SKILLPOINTS: 68		MAX RANKS: 14/14			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	18	=	2	+ 13 + 3
✓ Acrobatics (Jump)	DEX	27	=	2	+ 13 + 12
✓ Appraise	INT	5	=	1	+ 1 + 3
✓ Bluff	CHA	0	=	0	
✓ Climb	STR	10	=	6	+ 1 + 3
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	0	=	0	
✓ Disable Device	DEX	7	=	2	+ 1 + 4
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	2	=	2	
✓ Fly	DEX	5	=	2	+ 3
✓ Heal	WIS	1	=	1	
✓ Intimidate	CHA	15	=	0	+ 12 + 3
✓ Knowledge (Local)	INT	18	=	1	+ 14 + 3
✓ Linguistics(Infernal)	INT	5	=	1	+ 1 + 3
✓ Perception	WIS	23	=	1	+ 14 + 8
✓ Perception (Trapfinding)	WIS	24	=	1	+ 14 + 9
✓ Perform (Untrained)	CHA	0	=	0	
✓ Profession (Soldier)	WIS	18	=	1	+ 14 + 3
✓ Profession (Torturer)	WIS	6	=	1	+ 2 + 3
✓ Ride	DEX	6	=	2	+ 1 + 3
✓ Sense Motive	WIS	6	=	1	+ 2 + 3
✓ Stealth	DEX	19	=	2	+ 14 + 3
✓ Survival	WIS	1	=	1	
✓ Survival (Follow or identify tracks)	WIS	6	=	1	+ 5
✓ Swim	STR	10	=	6	+ 1 + 3
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	5 ft.
			To Hit			Dam	
1H-P	+19/+14/+9	1d4+6	2W-P-(OH)	+13/+8/+3			1d4+6
1H-O	+15/+10/+5	1d4+3	2W-P-(OL)	+15/+10/+5			1d4+6
2H	+19/+14/+9	1d4+6	2W-OH	+11			1d4+3
			10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1			+7/+2/-3
Dam	1d4+6	1d4+6	1d4+6	1d4+6			1d4+6

Longbow +1 (Composite/+4)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +16/+11/+6		Damage: 1d8+5			
	110 ft.	220 ft.	330 ft.	440 ft.		550 ft.	
TH	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0		+8/+3/-2	
Dam	1d8+5	1d8+5	1d8+5	1d8+5		1d8+5	
	660 ft.	770 ft.	880 ft.	990 ft.		1100 ft.	
TH	+6/+1/-4	+4/-1/-6	+2/-3/-8	+0/-5/-10		-2/-7/-12	
Dam	1d8+5	1d8+5	1d8+5	1d8+5		1d8+5	
Special Properties: Strength bonus to damage							

Longsword (Cold Iron/Masterwork)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+21/+16/+11	1d8+7	2W-P-(OH)	+15/+10/+5		1d8+7	
1H-O	+17/+12/+7	1d8+4		2W-P-(OL)	+17/+12/+7		1d8+7
2H	+21/+16/+11	1d8+10	2W-OH	+11		1d8+4	
Special Properties: 30 hp/inch, hardness 10							

Greatsword +1 (Ghost Touch)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21/+16/+11	2d6+11				
Special Properties: deals damage normally against incorporeal creatures regardless of bonus					

Shield +1 (Heavy/Steel)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried		M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE				
+19/+14/+9			1d4+6				

Javelin +2 (Flaming)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x2	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.		150 ft.	
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1		+9/+4/-1	
Dam	1d6+8	1d6+8	1d6+8	1d6+8		1d6+8	
Special Properties: +1d6 fire damage							

Greatsword +1 (Flaming)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21/+16/+11	2d6+11				
Special Properties: +1d6 fire damage					

Glaive +1 (Bane (Undead))	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x3	10 ft.
TOTAL ATTACK BONUS		DAMAGE			
+23/+18/+13		1d10+14			
Special Properties: +2 enhancement bonus and does +2d6 bonus damage against Undead					

Gauntlet			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
			To Hit			Dam	
1H-P	+19/+14/+9	1d3+6	2W-P-(OH)	+13/+8/+3			1d3+6
1H-O	+15/+10/+5	1d3+3	2W-P-(OL)	+15/+10/+5			1d3+6
2H	+19/+14/+9	1d3+6	2W-OH	+11			1d3+3

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Circlet of Disguise (Wis)	Equipped	1	0 / 6,700
Lens of Detection	Equipped	1	1 / 3,500
Amulet of Natural Armor +2	Carried	1	0 / 8,000
Amulet of Natural Armor +2	Equipped	1	0 / 8,000
Glaive +1 (Unholy)	Equipped	1	10 / 18,308
evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder			
Belt of Giant Strength +2	Equipped	1	1 / 4,000
Outfit (Explorer's)	Equipped	1	8 / 0
Celestial Plate Armor	Equipped	1	25 / 28,650
Allows the wearer to fly on command once per day. Aura faint transmutation (Good). Celestial plate armor is a sturdier version of the standard celestial armor. This bright silver suit of +3 full plate is remarkably light, and is treated as medium armor. It has a maximum Dexterity bonus of +6, an armor check penalty of -3, and an arcane spell failure chance of 20%. It allows the wearer to use fly on command (as the spell) once per day.			
Cloak of Resistance +5	Equipped	1	1 / 25,000
Boots of Striding And Springing	Equipped	1	1 / 5,500
Oil of Invisibility	Equipped	1	0 / 300
Object becomes invisible for 3 minutes.			
Potion of Blur	Equipped	1	0 / 300
Grants concealment (20% miss chance) for 3 minutes			
Potion of Darkvision	Equipped	1	0 / 300
TOTAL WEIGHT CARRIED/VALUE		123.06 lbs.	187,515gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Grants darkvision (60 ft.) for 3 hours			
Potion of Enlarge Person	Carried	3	0 (0) / 50 (150)
Target's size category increases to next larger category for 1 minute			
Potion of Enlarge Person	Equipped	1	0 / 50
Target's size category increases to next larger category for 1 minute			
Potion of Heroism	Carried	1	0 / 750
+2 morale bonus on attack rolls, saves, and skill checks for 50 minutes			
Potion of Heroism	Equipped	1	0 / 750
+2 morale bonus on attack rolls, saves, and skill checks for 50 minutes			
Potion of Remove Blindness/Deafness	Carried	1	0 / 750
Cures blindness or deafness			
Potion of Remove Blindness/Deafness	Equipped	1	0 / 750
Cures blindness or deafness			
Potion of Remove Paralysis	Equipped	1	0 / 300
Frees target from temporary paralysis or related magical effects			
Falchion +1 (Alchemical Silver/Furious)	Carried	1	8 / 8,555
10 hp/inch, hardness 8. +2 to enhancement bonus when raging, always applies its enhancement bonus to skills which are enhanced by rage powers			
Dagger (Silver/Masterwork)	Carried	1	1 / 322
10 hp/inch, hardness 8			
Dagger	Carried	9	1 (9) / 2 (18)
Longbow +1 (Composite/+4)	Carried	1	3 / 2,800
Strength bonus to damage			
Longsword (Cold Iron/Masterwork)	Carried	1	4 / 330
30 hp/inch, hardness 10			
Greatsword +1 (Ghost Touch)	Carried	1	8 / 8,350
deals damage normally against incorporeal creatures regardless of bonus			
Arrow (Adamantine)	Carried	10	0.2 (1.5) / 60 (600.5)
ignore hardness less than 20			
Shield +1 (Heavy/Steel)	Carried	1	15 / 1,170
Javelin +2 (Flaming)	Carried	2	2 (4) / 18,301 (36,602)
+1d6 fire damage			
Potion of Protection from Good	Carried	1	0 / 50
+2 deflection bonus to AC, +2 resistance bonus to saves, gain protection from mental control and summoned creatures for 1 minute. Protects from attacks by good creatures only.			
Arrow	Carried	30	0.2 (4.5) / 0 (1.5)
Greatsword +1 (Flaming)	Carried	1	8 / 8,350
+1d6 fire damage			
Glaive +1 (Bane (Undead))	Carried	1	10 / 8,308
+2 enhancement bonus and does +2d6 bonus damage against Undead			
Gauntlet	Carried	2	0 (0) / 0 (0)
TOTAL WEIGHT CARRIED/VALUE		123.06 lbs.	187,515gp
WEIGHT ALLOWANCE			
Light	200	Medium	400
Lift over head	600	Lift off ground	1200
Heavy	600	Push / Drag	3000
MONEY			
Total= 0 gp			
MAGIC			
Languages			
Common, Elven, Infernal			
Other Companions			

Traits	
Armor Expert	[Paizo Inc. - Advanced Player's Guide, p.327]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.	
Desertion	[Fire Mountain Games - Knot of Thorns, p.92]
You have deserted from the Talirean military and been recaptured. To get sent to Branderscar this was not some minor or routine dereliction of duty. Instead, you abandoned your post during a time of crisis-perhaps battle or while defending the Watch Wall. Regardless of the exact circumstances, your laziness and cowardness must have caused loss of life. Punishment: Death by hanging. Benefit: You receive one bonus skill point per level that must be spent on the Profession (Soldier) skill. Profession (Soldier) becomes a class skill for you.	

Special Attacks	
Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 1d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or	

when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Special Qualities	
<b>Armor Training (Ex)</b>	[Paizo Inc. - Core Rulebook, p.55]
You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3	
<b>Bonus Feat</b>	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
<b>Bonus Feats</b>	[Paizo Inc. - Core Rulebook]
At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.	
<b>Bravery (Ex)</b>	[Paizo Inc. - Core Rulebook, p.55]
You gain a +3 bonus to Will saves against fear effects.	
<b>Evasion (Ex)</b>	[Paizo Inc. - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
<b>Expert Leaper (Ex)</b>	[Paizo Inc. - Advanced Player's Guide, p.130]
When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.	
<b>Skilled</b>	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
<b>Trapfinding (Ex)</b>	[Paizo Inc. - Core Rulebook, p.68]
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	
<b>Weapon Training (Ex)</b>	[Paizo Inc. - Core Rulebook, p.56]
Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +1 Pole Arms +2	

Feats	
<b>Blind-Fight</b>	[Paizo Inc. - Core Rulebook, p.118]
You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.	
<b>Combat Reflexes</b>	[Paizo Inc. - Core Rulebook, p.119]
You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.	
<b>Critical Focus</b>	[Paizo Inc. - Core Rulebook, p.120]
You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.	
<b>Dragon Style</b>	[Paizo Inc. - Ultimate Combat, p.98]
You call upon the spirit of dragonkind, gaining greater resilience, mobility, and fierceness from the blessing of these great beings. While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you	

can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round.

[Normal] You cannot charge or run through difficult terrain, and you cannot charge through a square that contains an ally. With an unarmed strike, you usually add your Strength bonus on damage rolls.

<b>Escape Route</b>	[Paizo Inc. - Ultimate Combat, p.100]
You have trained to watch your allies' backs, covering them as they make tactical withdrawals. An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.	
<b>Greater Grapple</b>	[Paizo Inc. - Core Rulebook, p.125]
Maintaining a grapple is second nature to you. You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.	
<b>Improved Critical (Glaive)</b>	[Paizo Inc. - Core Rulebook, p.127]
Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.	
<b>Improved Grapple</b>	[Paizo Inc. - Core Rulebook, p.127]
You are skilled at grappling opponents. You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.	
<b>Improved Initiative</b>	[Paizo Inc. - Core Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.	
<b>Improved Unarmed Strike</b>	[Paizo Inc. - Core Rulebook, p.128]
You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.	
<b>Iron Will</b>	[Paizo Inc. - Core Rulebook, p.129]
You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.	
<b>Power Attack</b>	[Paizo Inc. - Core Rulebook, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
<b>Step Up</b>	[Paizo Inc. - Core Rulebook, p.135]
You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.	
<b>Weapon Focus (Glaive)</b>	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Weapon Specialization (Glaive)</b>	[Paizo Inc. - Core Rulebook, p.137]
You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.	

Proficiencies
Amentum, Atlatl, Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Double Chicken Saber, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Pilum, Poisoned

Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Shang Gou, Shieldbash, Shortbow, Shortspike, Sibit, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Waraxe (Dwarven), Warhammer, Wushu Dart

Magic Item Spell-like Abilities					
Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Fly</a>	Transmutation, AirSchool	1 standard action	5 minutes	Touch	CR.p.284
[V, S, F] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [ <b>SR:</b> Yes (harmless); <b>DC:</b> 14, Will negates (harmless)]					
* =Domain/Speciality Spell					
Magic Item Spell-like Abilities					
<input type="checkbox"/> Fly (DC:14)					

# Chaine

RACE	Human
AGE	19
GENDER	Male
VISION	
ALIGNMENT	Lawful Evil
DOMINANT HAND	Right
HEIGHT	5' 2"
WEIGHT	140 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	Asmodeus
Race Type	Humanoid
Race Sub Type	

Description:  
Biography: