

## Erik



### Male human (Ulfen) fighter 2 - CR 1

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: 27; Height: 5' 11"; Weight: 190 lb.; Eyes: **Gray**; Hair: **Blond**; Skin: **Pale White**



Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	18	+4	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	13	+1	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4	=	+3	+1			
<b>REFLEX</b> (DEXTERITY)	+2	=		+2			
<b>WILL</b> (WISDOM)	+0	=					

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 13	=		+2				+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	10				

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
+6	=	+2	+4	-	-	

CM Defense	Total	Base	Strength	Dexterity	Size
19	= 10	+2	+4	+2	-

Base Attack	HP
+2	24

Initiative	Damage / Current HP
+6	

Speed
30 ft

### Battleaxe

Main hand: **+7, 1d8+4**

Crit: x3

Both hands: **+7, 1d8+6**

1-hand, S

### Studded leather

+3

Max Dex: +5, Armor Check: -1  
Spell Fail: 15%, Light

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+2	DEX (2)	-	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+1	CHA (0)	1	
<b>Climb</b>	+8	STR (4)	1	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+2	DEX (2)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+5	CHA (0)	2	
<b>Perception</b>	+0	WIS (0)	-	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Stealth</b>	+2	DEX (2)	-	
<b>Survival</b>	+4	WIS (0)	1	
<b>Swim</b>	+8	STR (4)	1	

### Feats

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Dazzling Display (Battleaxe)
- Dodge
- Improved Initiative
- Martial Weapon Proficiency - All
- Shield Proficiency
- Simple Weapon Proficiency - All
- Tower Shield Proficiency
- Weapon Focus (Battleaxe)

### Special Abilities

Bravery +1 (Ex)

## Gear

**Total Weight Carried: 27/300 lbs, Light Load**  
**(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

Artisan's outfit (Free)	-
Battleaxe	6 lbs
Money	1 lb
Studded leather	20 lbs

## Languages

Common

Skald

## Background

A mercenary from the Lands of the Linnorn Kings. How or why he was working on the Man's Promise is unknown.

Plugg sensed his love of money, and offered him a sum of gold to ensure he and Scourge make it to the Shackles.

MOOD: Unfriendly

SPECIAL: Successful checks causes him to offer his services to the player party for 250 GP.

DUFFLE NUMBER: 3 (special significance)

## Sourcebooks Used

- **Inner Sea Races / Inner Sea World Guide** - Skald (language)
- **Inner Sea Races / Inner Sea World Guide / People of the North** - Ulfen (race option)

## Experience & Wealth

Experience Points: **1300/3300**

Current Cash: **50 gp**