

## "Iceflinger" Matilda

### Female human (Ulfen) fighter 3 - CR 2

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **31**;  
Height: **5' 4"**; Weight: **140 lb.**; Eyes: **Brown**; Hair: **Black**;  
Skin: **White**

| Ability                    | Score     | Modifier  | Temporary |
|----------------------------|-----------|-----------|-----------|
| <b>STR</b><br>STRENGTH     | <b>16</b> | <b>+3</b> |           |
| <b>DEX</b><br>DEXTERITY    | <b>16</b> | <b>+3</b> |           |
| <b>CON</b><br>CONSTITUTION | <b>13</b> | <b>+1</b> |           |
| <b>INT</b><br>INTELLIGENCE | <b>12</b> | <b>+1</b> |           |
| <b>WIS</b><br>WISDOM       | <b>10</b> | <b>0</b>  |           |
| <b>CHA</b><br>CHARISMA     | <b>10</b> | <b>0</b>  |           |

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

Bravery: +1 vs. fear

| Total        | Armor | Shield    | Dex | Size      | Natur | Deflec | Dodge     | Misc |
|--------------|-------|-----------|-----|-----------|-------|--------|-----------|------|
| <b>AC 18</b> | =     | <b>+4</b> |     | <b>+3</b> |       |        | <b>+1</b> |      |

| Touch AC  | Flat-Footed AC | BAB | Strength | Size | Misc |
|-----------|----------------|-----|----------|------|------|
| <b>14</b> | <b>15</b>      |     |          |      |      |

| CM Bonus  | + | = | +3 | +3 | - | - |
|-----------|---|---|----|----|---|---|
| <b>+6</b> |   |   |    |    |   |   |

| CM Defense | Total | = | 10 | BAB       | Strength  | Dexterity | Size     |
|------------|-------|---|----|-----------|-----------|-----------|----------|
| <b>20</b>  |       |   |    | <b>+3</b> | <b>+3</b> | <b>+3</b> | <b>-</b> |

| Base Attack | HP        |
|-------------|-----------|
| <b>+3</b>   | <b>28</b> |

| Initiative | Speed        | Damage / Current HP |
|------------|--------------|---------------------|
| <b>+3</b>  | <b>30 ft</b> |                     |

### Ballista, light

Ranged: **+6, 3d8** Crit: 19-20/x2  
Ranged, both hands: **+6, 3d8** Rng: 120'  
Siege, P

### Cold iron masterwork longsword

Main hand: **+8, 1d8+3** Crit: 19-20/x2  
Both hands: **+8, 1d8+4** 1-hand, S

### +1 studded leather

**+4** Max Dex: +6, Armor Check: -  
Spell Fail: 15%, Light



| Skill Name                     | Total     | Ability | Ranks | Temp |
|--------------------------------|-----------|---------|-------|------|
| <b>Acrobatics</b>              | <b>+3</b> | DEX (3) | -     |      |
| <b>Appraise</b>                | <b>+1</b> | INT (1) | -     |      |
| <b>Bluff</b>                   | <b>+0</b> | CHA (0) | -     |      |
| <b>Climb</b>                   | <b>+7</b> | STR (3) | 1     |      |
| <b>Craft (siege engines)</b>   | <b>+5</b> | INT (1) | 3     |      |
| <b>Diplomacy</b>               | <b>+0</b> | CHA (0) | -     |      |
| <b>Disable Device</b>          | <b>+3</b> | DEX (3) | 2     |      |
| <b>Disguise</b>                | <b>+0</b> | CHA (0) | -     |      |
| <b>Escape Artist</b>           | <b>+3</b> | DEX (3) | -     |      |
| <b>Fly</b>                     | <b>+3</b> | DEX (3) | -     |      |
| <b>Heal</b>                    | <b>+0</b> | WIS (0) | -     |      |
| <b>Intimidate</b>              | <b>+0</b> | CHA (0) | -     |      |
| <b>Knowledge (engineering)</b> | <b>+6</b> | INT (1) | 2     |      |
| <b>Perception</b>              | <b>+2</b> | WIS (0) | 2     |      |
| <b>Profession (engineer)</b>   | <b>+5</b> | WIS (0) | 2     |      |
| <b>Profession (sailor)</b>     | <b>+4</b> | WIS (0) | 1     |      |
| <b>Ride</b>                    | <b>+3</b> | DEX (3) | -     |      |
| <b>Sense Motive</b>            | <b>+0</b> | WIS (0) | -     |      |
| <b>Stealth</b>                 | <b>+3</b> | DEX (3) | -     |      |
| <b>Survival</b>                | <b>+0</b> | WIS (0) | -     |      |
| <b>Swim</b>                    | <b>+8</b> | STR (3) | 2     |      |

Wayfinder: +2 to avoid becoming lost

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Exotic Weapon Proficiency (Ballista, light)  
Exotic Weapon Proficiency (Trebuchet, light)  
Iron Will  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness  
Tower Shield Proficiency  
Weapon Focus (Longsword)

### Special Abilities

Bravery +1 (Ex)

## Gear

**Total Weight Carried: 69/230 lbs, Light Load**  
**(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

|                                |         |
|--------------------------------|---------|
| +1 studded leather             | 20 lbs  |
| Artisan's outfit (Free)        | -       |
| Backpack (empty)               | 2 lbs   |
| Ballista, light                | -       |
| Bedroll                        | 5 lbs   |
| Belt pouch (empty)             | 0.5 lbs |
| Cold iron masterwork longsword | 4 lbs   |
| Flint and steel                | -       |
| Mess kit                       | 1 lb    |
| Money                          | 2 lbs   |
| Pot                            | 4 lbs   |
| Potion of cure light wounds x3 | -       |
| Ring of protection +1          | -       |
| Rope                           | 10 lbs  |
| Soap                           | 0.5 lbs |
| Torch x10                      | 1 lb    |
| Trail rations x5               | 1 lb    |
| Waterskin                      | 4 lbs   |
| Wayfinder (empty)              | 1 lb    |

## Tracked Resources

|                             |   |
|-----------------------------|---|
| Potion of cure light wounds | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| Torch                       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Trail rations               | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |

## Languages

|         |       |
|---------|-------|
| Common  | Skald |
| Dwarven |       |

## Experience & Wealth

Experience Points: **3300/6000**  
Current Cash: **100 gp**

## Background

A journeyman Pathfinder, formerly of the Trollheim branch. A taciturn Ulfen woman with a propensity for engineering and the maintenance of siege engines.

Though a decent fighter in her own right, her real talents are her resourcefulness and her cool head in a fight.

Her epithet "Iceflinger" came from a notable incident in a village in a valley east of Trollheim. While staying at the small village, a group of bandits shut off the roads leading into the valley and demanded all the food in the winter stores. If the villagers didn't comply in one week's time, the bandits were going to wipe out the village and everyone in it.

During the seven days, a large blizzard settled over the Land of the Linnorm Kings and the river valley. Matilda, using her engineering skills, rallied the villagers to craft a crude but functional trebuchet. Without a quarry to make ammunition, Matilda had the villagers create pits full of water that were allowed to ice over. The ice was then broken apart and loaded into the trebuchet.

When the week was up, the blizzard abated, revealing the bandit camps on the valley roads.

To hear Matilda tell it, "I let loose one volley into the bandit chief's tent. I didn't need to fire a second."

## 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)
- **Ultimate Combat** - Ballista, light (weapon)
- **Ultimate Equipment** - Mess kit (equipment)