

Name: sir Duncan McGregor (Principati di Glantri)

player: NPC

Human Male

age: 45

Fighter 12th level – Warmaster 6th level

hair: brown

Xp 160.000

eyes: green

AL Lawful Good

hp 212 (10 +17d10 + 108 constitution bonus) –

Init +5 (+1 dexterity, +4 improved initiative)

Spd 20 ft. (30 base)

AC 24 (touch 14, flat-footed 25) ((10 base, + 9 *scale mail* +5, +1 from dexterity, +4 from ring of protection))

Atk +30/+25/+20/+15 melee (vorpal claymore (greatsword) +4) ((+18/+13/+8/+3 base, +7 strength, +1 weapon focus, +4 enhancement from magical weapon))

Dam 2d6 +13 melee crt. 17-20/x2 (greatsword +4) ((+4 enhancement from magical weapon, +7 strength, +2 weapon specialization))

SV Fort +26 ((+13 base, +6 constitution, +5 cloak of resistance, +2 greater fortitude)) Refl +14 ((+6 base, +1 dexterity, +5 cloak of resistance, +2 lightning reflexes)) Will +15 ((+6 base, +2 wisdom, +5 cloak of resistance, +2 iron will))

Abil Str 25 ((19 base, +6 belt of giant strength)) Dex 12 ((12 base)) Con 22 ((16 base, +6 amulet of health)) Int 13 ((13 base,)) Wis 15 ((15 base,)) Cha 18 ((18 base))

Skills ((total skill bonus (ranks, characteristic, synergy, special)) Climb +13 (6,7,0,0), Diplomacy +14 (4,10,0,0), Intimidate +17 (4,13,0,0), Jump +14 (7,7,0,0), Listen +2 (0,2,0,0), Profession (Military Commander) +12 (11,1,0,0), Ride +6 (5,1,0,0), Sense Motive +12 (10,2,0,0), Spot +8 (6,2,0,0), Swim +17 (10,7,0,0).

Feats [Human] Iron Will [Level] Lightning Reflexes, Greater Fortitude, Endurance, Improved Initiative, Leadership, Mounted Combat, Expertise[Fighter] Weapon Focus (claymore), Power Attack, Weapon Specialization (claymore), Cleave, Improved Bull Rush, Sunder, Improved Critical (claymore)

Languages: Thyatian (Common), Klantyre (antica lingua del principato), Enthengarian

Special Qualities: [Fighter] Weapon and Armor (all) Proficiency: esperto nell'uso delle armi semplici e marziali e di tutte le armature. [Warmaster] brotherhood, leadership bonus +3, battle cry, direct troops, tower, rally troops, hard march, keep.

Possessions (_____lb.) : Backpack, Bedroll, Lantern (hooded), Oil, Rations for 10 days/person, Silk rope 50', Soap, Traveler's outfit, Waterskin, _____ pp, _____ gp, _____ sp.

Magic Item: vorpal claymore (greatsword) +4 [162.350 gp], scale mail +5 of heavy fortification [100.200 gp], cloak of resistance +5 [25.000 gp], belt of giant strength +6 [36.000 gp], amulet of health +6 [36.000 gp], boots of speed [8.000 gp], ring of protection +4 [32.000 gp], ring of evasion [25.000 gp], horn of blasting [12.000 gp],

Potion of: cure critical wounds (x2), blur, neutralize poison.

BROTHERHOOD: +4 competence on Diplomacy bonus to influence other member of the Brotherhood of Claymore.

LEADERSHIP BONUS: +3 leadership level to attract more powerful cohorts and followers.

BATTLE CRY: Your battle cry in spire courage to your allies. It works like the bard's ability and lasts a number of rounds equal to your Charisma bonus. You can shout a battle cry once per day for every level of warmaster you have attained.

DIRECT TROOPS: As a full round action you can give compelling direction. You can bestow a +2 competence bonus on either attacks or skills checks to all allies within 30 feet. This bonus lasts a number of rounds equal to your Charisma bonus.

TOWER: The Brotherhood of Claymore has built a tower you can manage as you wish.

RALLY TROOPS: Your presence is enough to grant any allies within 30 feet a second saving throw against fear and charm effects that they have already succumbed to. Even if they fail the second saving throw the effects are less severe: panicked characters are only frightened, frightened are shaken and shaken are unaffected.

HARD MARCH: Anyone traveling with you gains a +4 morale bonus to Constitution checks required for making a forced march or other task requiring extended exertion. Animals are not affected.

KEEP: As "Tower".

