

## Captain Malagan

Male human skeletal champion cavalier 4 (Skeletal Champion +2) - CL6 - CR 7

Neutral Evil Undead; Age: 18; Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	19	+4	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	-	+1	
<b>INT</b> INTELLIGENCE	9	-1	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5 =	+4	+1				
	Channel Resistance: +4 bonus vs. channeled energy						
<b>REFLEX</b> (DEXTERITY)	+3 =	+1	+2				
	Channel Resistance: +4 bonus vs. channeled energy						
<b>WILL</b> (WISDOM)	+4 =	+4					
	Channel Resistance: +4 bonus vs. channeled energy						

Damage Reduction (5/bludgeoning)	Undead Traits
Immunity to Cold	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 23 =	+6	+2	+2		+2		+1	

**Touch AC** 13      **Flat-Footed AC** 20

**Cavalier's Charge**: +2 bonus when charging while mounted, **Order of the Lion**: +2 Dodge bonus vs. the target of your challenge

CM Bonus	BAB	Strength	Size	Misc
+9 =	+5	+4	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
22 = 10	+5	+4	+2	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	HP
+5	43

**Cavalier's Charge**: +2 bonus when charging while mounted, **Outflank**: +2 bonus when flanking foe with ally w/this feat

Initiative
+6

Speed
30 / 20 ft

### Claw x2 (Skeletal Champion)

Main hand: +4, 1d4+2

Crit: x2  
Light, B/S

**Cavalier's Charge**: +2 bonus when charging while mounted, **Outflank**: +2 bonus when flanking foe with ally w/this feat

### Masterwork longsword

Main hand: +11, 1d8+4

Crit: 19-20/x2  
1-hand, S

Both hands: +11, 1d8+6

**Cavalier's Charge**: +2 bonus when charging while mounted, **Outflank**: +2 bonus when flanking foe with ally w/this feat



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-2	DEX (2)	2	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	-1	INT (-1)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	+3	STR (4)	2	
<b>Diplomacy</b>	+1	CHA (1)	-	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	-4	DEX (2)	-	
<b>Fly</b>	-4	DEX (2)	-	
<b>Handle Animal</b>	+10	CHA (1)	6	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+10	CHA (1)	6	
<b>Perception</b>	+5	WIS (0)	5	
<b>Ride</b>	-4	DEX (2)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Stealth</b>	-3	DEX (2)	1	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	-2	STR (4)	-	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Cleave  
Dodge  
Improved Initiative  
Martial Weapon Proficiency - All  
Outflank  
Power Attack -2/+4  
Shield Proficiency  
Simple Weapon Proficiency - All  
Weapon Focus (Longsword)

### Breastplate

**+6**

Max Dex: +3, Armor Check: -4  
Spell Fail: 25%, Medium, Slows

### Experience & Wealth

Current Cash: **You have no money!**

### Heavy steel shield

**+2**

Max Dex: -, Armor Check: -2  
Spell Fail: 15%, Shield

### Gear

**Total Weight Carried: 49/350 lbs, Light Load  
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

Breastplate	30 lbs
Heavy shield bash	-
Heavy steel shield	15 lbs
Masterwork longsword	4 lbs
Money	-

### Special Abilities

+6 Ride while riding your bonded mount. (Ex)  
Animal Companion Link (Ex)  
Cavalier's Charge (Ex)  
Channel Resistance +4  
Darkvision (60 feet)  
Expert Trainer +2 (Ex)  
Lion's Call +1/+1 (Ex)  
Lion's Challenge +4 (2/day) (Ex)  
Lion's Skills +2 (Ex)  
Tactician (Outflank, 5 rds, 1/day) (Ex)

### Tracked Resources

Lion's Challenge +4 (2/day) (Ex)   
Tactician (Outflank, 5 rds, 1/day) (Ex)

### Languages

Common

## Skeleton, Bloody (Human) Archer



Male bloody human skeleton (Bloody +0, Skeleton +1) -

CL1 - CR 1/3

Neutral Evil Undead; Age: 18; Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	15	+2	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	-	+2	
<b>INT</b> INTELLIGENCE	-	0	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+2 =		+2				
	Channel Resistance: +4 bonus vs. channeled energy						
<b>REFLEX</b> (DEXTERITY)	+2 =		+2				
	Channel Resistance: +4 bonus vs. channeled energy						
<b>WILL</b> (WISDOM)	+2 =	+2					
	Channel Resistance: +4 bonus vs. channeled energy						

Damage Reduction (5/bludgeoning)      Undead Traits

Immunity to Cold

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	18 =	+4		+2		+2			

Touch AC 12      Flat-Footed AC 16

	BAB	Strength	Size	Misc
<b>CM Bonus</b>	+2 =	-	+2	-

	BAB	Strength	Dexterity	Size
<b>CM Defense</b>	14 = 10	-	+2	-

Base Attack +0      HP 6

Initiative +6      Damage / Current HP

Speed 30 ft

### Claw x2 (Skeleton)

Main hand: +2, 1d4+2      Crit: x2  
Light, B/S

### Longbow

Ranged, both hands: +2, 1d8      Crit: x3  
Rng: 100'  
2-hand, P

### Shortsword

Main hand: +2, 1d6+2      Crit: 19-20/x2  
Light, P



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

### Feats

Armor Proficiency (Light)  
Improved Initiative  
Martial Weapon Proficiency - All  
Simple Weapon Proficiency - All

### Special Abilities

Channel Resistance +4  
Darkvision (60 feet)  
Deathless (Su)  
Fast Healing 1 (Ex)

### Chain shirt

+4

Max Dex: +4, Armor Check: -2  
Spell Fail: 20%, Light

### Experience & Wealth

Current Cash: **You have no money!**

### Gear

**Total Weight Carried: 33/200 lbs, Light Load**

**(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Arrows x20	0.15 lbs
Chain shirt	25 lbs
Longbow	3 lbs
Money	-
Shortsword	2 lbs

### Tracked Resources

Arrows

### Languages

Common

## Skeleton, Bloody (Human) Swordsman

Male bloody human skeleton (Bloody +0, Skeleton +1) -  
CL1 - CR 1/3

Neutral Evil Undead; Age: 18; Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	15	+2	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	-	+2	
<b>INT</b> INTELLIGENCE	-	0	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+2 =		+2				
	Channel Resistance: +4 bonus vs. channeled energy						
<b>REFLEX</b> (DEXTERITY)	+2 =		+2				
	Channel Resistance: +4 bonus vs. channeled energy						
<b>WILL</b> (WISDOM)	+2 =	+2					
	Channel Resistance: +4 bonus vs. channeled energy						

Damage Reduction (5/bludgeoning)	Undead Traits
Immunity to Cold	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 18 =	+4		+2		+2			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	16				

CM Bonus	+2 =	-	+2	-	-

CM Defense	14 =	10	BAB	Strength	Dexterity	Size
			-	+2	+2	-

Base Attack	HP
+0	6

Initiative	Speed	Damage / Current HP
+6	30 ft	

### Claw x2 (Skeleton)

Main hand: -3, 1d4+1 Crit: x2  
Light, B/S

### Scimitar

Main hand: +2, 1d6+2 Crit: 18-20/x2  
Both hands: +2, 1d6+3 1-hand, S

### Chain shirt

+4

Max Dex: +4, Armor Check: -2  
Spell Fail: 20%, Light



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

### Feats

Armor Proficiency (Light)  
Improved Initiative  
Martial Weapon Proficiency - All  
Simple Weapon Proficiency - All

### Special Abilities

Channel Resistance +4  
Darkvision (60 feet)  
Deathless (Su)  
Fast Healing 1 (Ex)

## Gear

**Total Weight Carried: 29/200 lbs, Light Load**  
**(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Chain shirt	25 lbs
Money	-
Scimitar	4 lbs

## Experience & Wealth

Current Cash: **You have no money!**

## Languages

Common