

Name: Charlotte MitchellHuman Fighter
Neutral Good

Traits	Value	Modifier
Strength	12	+1
Dexterity	19	+4
Constitution	14	+2
Intelligence	10	+0
Wisdom	12	+1
Charisma	13	+1

Skills (d20+)	Modifier
Acrobatics	+7
Climb	+7
Disguise	+3
Intimidate	+7
Ride	+10
Survival	+5
Perception	+1
Sense Motive	+1

Weapons	To Hit	Damage
Rapier	+12	1d6+1
Dagger	+12	1d4+1
Dagger (thrown)	+12	1d4+1

Combat Maneuvers : CMB +7, CMD 21
Base Attack : +6/+1

**Possessions**

Rapier, dagger, leather armor, opal ring (200 gp value), 100 gold pieces, student ID

Full Attack	To Hit	Damage
Rapier	+12/+6	1d6+1

Level**6****Hit Points****49****Armor Class****16****Initiative****+4****Move****30'****Reflex Save****+****+****Fortitude Save****+****+****Will Save****+****Feats/Abilities**

Trained martial weapons and armor

Bravery (Will Saves +3 vs fear)

Weapon Training (Rapier/light blade)

Improved Initiative

Dodge (Gain +1 armor class versus one opponent)

Mobility (May move both before and after attack)

Spring Attack

Combat Reflexes

Wind Stance

Weapon Finesse

Weapons Focus (Rapier)

Charlotte Mitchell

There's more to a fight than the strength to swing a sword. You need agility to avoid your opponent's blows and skill to land your own. You need wit to know the wrong and the certainty to stand up for what's right. And most of all, you need the charisma to do it with style. Your father was a swashbuckling duelist and he taught you to how to fight while your mother taught you how to use quick banter to distract your opponents. They are adventurers and nobles of Ottogan and you're ready to follow in their footsteps.

Unfortunately, you know the reason they're holding you back. Your brother Carter is a bard and far too arrogant for his own good. Your parents want you to watch over him and make sure he doesn't get into too much trouble. You should be out doing daring feats of heroism and bravery! Saving dudes in distress, swinging on chandeliers and laughing danger in the face! Instead, you're stuck holding Carter's hand.

Goals: Buckle your swash and protect your brother. Live large and have a good time!

Other Students

Carter Mitchell: Your little brother, an aspiring bard. You've always picked on him, but now you practice your banter on him.

Greg Wrathson : Your little brother's best friend. He's a massive guy, but he's also really smart.

Gilwell Purewhindle: A gnome noble who is a deadly shot with a bow and skilled in stealth. You like him and he is the only person you allow to shoot arrow around you while you're in melee. You've even talked about going adventuring with him after graduation. He gets uncomfortable around people he doesn't know.

Oscar Halliwell : A sneaky and gloomy student. He barely seems noble and has endless tales of misery and woe.

Simone Bigby: A sorceress who channels her magic into touch attacks. She's pretty good in a fight, but she stole your boyfriend Trevor for a quick fling!

Wendy Worthington : Your best friend and a really sweet girl. She is a priestess of water, always willing to go with the flow and follow your lead. The Costans stole her lands in Zalen and you've offered to help her get them back someday.

Ben: A tough fighter from Gladeswin and a frequent sparring partner of yours. He's too stupid to be distracted with banter and too mean to go easy on you. You've seen him bully smaller kids like Carter often enough that you don't feel bad about hitting him.