



Firion was born in Salamand and was taken in by his adopted family after his parents' death. After his home is burned down and his adoptive parents murdered, he is critically wounded by several black nights while fleeing. Upon awakening, he found himself in a remote rebel stronghold, where he reunited with two of his closest friends. Seeing as he had nothing to return to, Firion joined the rebel army so that he might prevent others from having to go through what he experienced.

Firion is a master of weapons, and uses his abilities to combat all sorts of enemies from many different angles and distances. Though he prefers to use a sword, he is just as deadly with ANY weapon he chooses to wield.

Firion has light brown skin, brown eyes, and white hair tied in a ponytail and covered by a blue, black, and orange bandana. Firion is heroic and brave; always striving to protect his country and the people he holds dear... though he does have a weakness for women.

Firion

CR 1

XP 400

Male Hume Fighter 1

CG Medium Humanoid
Init +3; **Senses** Perception +2

Defense

AC 18, touch 13, flat-footed 15 (+4 armor, +1 shield, +3 Dex)
HP 13 (1d10+3)
Fort +4, **Reflex** +4, **Will** +3

Offense

Speed 20 ft.
Melee Longsword +5 (1d8+4/19-20 x2), Greataxe +4 (1d12+4/x3), Lance +4 (1d8+4/X3, reach)
Ranged Longbow +4 (1d8/x3)
Special Abilities [Martial Flexibility](#) (4/day)
Limit Breaks [Mighty Strikes](#), [Omnistrike](#)

Tactics

Firion is capable engaging enemies at many ranges, with a variety of weapons. While wielding his Longsword, he wields it one-handed to keep the shield bonus from his Buckler, losing the shield bonus when he wields his Greataxe or Lance. When low on HP, Firion tends to switch to his Lance, keeping some space between himself and his foes. Firion uses his Longbow when he is unable to engage foes in melee.

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 17
Feats Power Attack, Iron Will
Skills Acrobatics +4, Intimidate +4, Knowledge (Dungeoneering) +5, Perception +2, Survival +5
Languages Common, one more
SQ [Chosen Weapon](#) +1 (Longsword), [Sharp Reflexes](#) (+1)
Combat Gear Longsword, Greataxe, Lance, Longbow, Armored Coat, Buckler, Healing Spring; **Other Gear** Backpack, 1-pint Flask, Bedroll, Trail Rations x3, Hemp Rope (50 ft), Arrows x40, 25 gil.

*Firion puts his favored class bonus into HP.

**If playing in a game that allows traits, Firion gains the “Reactionary” and “Trustworthy” traits.

Firion

CR 5

XP 1,600

Male Hume Fighter 5
CG Medium Humanoid
Init +3; **Senses** Perception +7

Defense

AC 20, touch 13, flat-footed 17 (+5 armor, +2 shield, +3 Dex)
HP 52 (5d10+15)
Fort +6, **Reflex** +5, **Will** +6

Offense

Speed 20 ft.

Melee Masterwork Longsword +12 (1d8+8/19-20 x2), Masterwork Greataxe +10 (1d12+8/x3), Masterwork Lance +10 (1d8+8/X3, reach)

Ranged Masterwork Composite Longbow +9 (1d8+4/x3)

Special Attacks [Overhand Chop](#) +12 (1d8+12/19-20 x2)

Special Abilities [Martial Flexibility](#) (5/day), [Reliable Strike](#) (5/day)

Limit Breaks [Mighty Strikes](#), [Omnistrike](#)

Tactics

Firion is capable engaging enemies at many ranges, with a variety of weapons. While wielding his Longsword, he wields it one-handed to keep the shield bonus from his Buckler, losing the shield bonus when he wields his Greataxe or Lance. When low on HP, Firion tends to switch to his Lance, keeping some space between himself and his foes. Firion uses his Longbow when he is unable to engage foes in melee. If Firion has time to prepare, and knows what he is going up against, he might use his Weapon Aptitude to change his Chosen Weapon to counter the threats he might face.

Statistics

Str 18, **Dex** 16, **Con** 14, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 22

Feats Power Attack, Iron Will, Point-Blank Shot, Combat Reflexes

Skills Acrobatics +10, Climb +7, Intimidate +8, Knowledge (Dungeoneering) +7, Perception +7, Survival +10, Swim +7

Languages Common, one more

SQ [Chosen Weapon](#) +2 (Longsword), [Fighter Talent](#) (Weapon Aptitude, Melee Power), [Sharp Reflexes](#) (+1), [Determination](#) (+1), [Dogged Obstinacy](#), [Physical Resilience](#), [Weapon Guard](#)

Combat Gear Masterwork Longsword, Masterwork Greataxe, Masterwork Lance, Masterwork Composite Longbow, +1 Armored Coat, +1 Buckler, Belt of Giant Strength +2, Hi-Potion, Cure Potion x3, Baccus Wine;

Other Gear Backpack, 1-pint Flask, Bedroll, Trail Rations x3, Hemp Rope (50 ft), Arrows x40.

Firion

CR 10

XP 9,600

Male Hume Fighter 10

CG Medium Humanoid

Init +7; **Senses** Perception +12

Defense

AC 25, touch 15, flat-footed 21 (+7 armor, +3 shield, +4 Dex, +1 deflect)

HP 100 (10d10+40)

Fort +9, **Reflex** +9, **Will** +9

Offense

Speed 20 ft.

Melee +2 Knight Sword +19/+14 (1d10+11/19-20 x2), +1 Greataxe +15/+10 (1d12+9/x3), +1 Lance +15/+10 (1d8+9/X3, reach)

Ranged +1 Composite Longbow +15/+10 (1d8+5/x3)

Special Attacks [Overhand Chop](#) +18 (1d10+14/19-20 x2), [Backswing](#) +18/+13 (1d10+12/19-20 x2)

Special Abilities [Martial Flexibility](#) (8/day), [Reliable Strike](#) (6/day), [War Cry](#) (6/day)

Limit Breaks [Mighty Strikes](#), [Omnistrike](#)

Tactics

Firion is capable engaging enemies at many ranges, with a variety of weapons. While wielding his Knight Sword, he wields it one-handed to keep the shield bonus from his Buckler, losing the shield bonus when he wields his Greataxe or Lance. When low on HP, Firion tends to switch to his Lance, keeping some space between himself and his foes. Firion uses his Longbow when he is unable to engage foes in melee. If Firion has time to prepare, and knows what he is going up against, he might use his Weapon Aptitude to change his Chosen Weapon to counter the threats he might face.

Statistics

Str 18, **Dex** 19, **Con** 16, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +10/+5; **CMB** +14; **CMD** 29

Feats Power Attack, Iron Will, Point-Blank Shot, Combat Reflexes, Precise Shot, Exotic Weapon Prof. (Knight Sword)

Skills Acrobatics +16, Climb +7, Intimidate +13, Knowledge (Dungeoneering) +10, Perception +12, Survival +15, Stealth +5, Swim +7

Languages Common, one more

SQ [Chosen Weapon](#) +3 (Knight Sword), [Fighter Talent](#) (Weapon Aptitude, Melee Power, Rain of Blows, Uncanny Dodge, Trained Initiative), [Rapid Attack](#), [Sharp Reflexes](#) (+2), [Determination](#) (+2), [Dogged Obstinacy](#), [Physical Resilience](#), [Weapon Guard](#), [Robust Physique](#), [Weapon Adaption](#), [Secure Weaponry](#), [Tenacious Grip](#)

Combat Gear +1 Knight Sword, +1 Greataxe, +1 Lance, +1 Composite Longbow, +3 Chain Coat, +2 Buckler, Belt of Physical Perfection +2, Ring of Protection +1, X-Potion x2, Baccus Wine, Phoenix Down; **Other Gear** Backpack, 1-pint Flask, Bedroll, Trail Rations x3, Hemp Rope (50 ft), Arrows x40.

Firion

CR 15

XP 51,200

Male Hume Fighter 15

CG Medium Humanoid

Init +9; **Senses** Perception +18

Defense

AC 30, touch 16, flat-footed 26 (+9 armor, +6 shield, +4 Dex, +1 deflect)

HP 165 (15d10+75)

Fort +15, **Reflex** +13, **Will** +12

Immune Poison, Curse

Offense

Speed 20 ft.

Melee +4 Transformative Knight Sword +29/+24/+19 (1d10+19/19-20 x2)

Ranged +3 Composite Longbow +23/+17/+12 (1d8+9/x3)

Special Attacks [Overhand Chop](#) +29 (1d10+22/19-20 x2), [Backswing](#) +29/+24/+19 (1d10+22/19-20 x2),

[Piledriver](#) +29 (1d10+19/19-20 x2, bull rush/trip)

Special Abilities [Martial Flexibility](#) (10/day), [Reliable Strike](#) (8/day), [War Cry](#) (8/day)

Limit Breaks [Mighty Strikes](#), [Omnistrike](#)

Tactics

Firion is capable engaging enemies at many ranges, with any weapon. Though he prefers the Knight Sword, he can transform his weapon to suit his combat situation, whether that be a lance for more range, or a greataxe for more sheer power, capitalizing on his "Arsenal" talent to change his chosen weapon in combat. Firion wields all of his melee weapons two-handed to maximize his power. Firion engages his foes with his Composite Longbow if they are flying or out of the reach of his melee weapons.

Statistics

Str 22, **Dex** 20, **Con** 20, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +15/+10/+5; **CMB** +21; **CMD** 38

Feats Power Attack, Iron Will, Point-Blank Shot, Combat Reflexes, Precise Shot, Exotic Weapon Prof. (Knight Sword), Shield Focus, Unhinderling Shield

Skills Acrobatics +22, Climb +10, Intimidate +18, Knowledge (Dungeoneering) +10, Perception +18, Survival +21, Stealth +9, Swim +10

Languages Common, one more

SQ [Chosen Weapon](#) +4 (Knight Sword), [Fighter Talent](#) (Weapon Aptitude, Melee Power, Rain of Blows, Uncanny Dodge, Trained Initiative), [Rapid Attack](#), [Retaliation](#), [Advanced Fighter Talent](#) (Arsenal, Devastating Melee Smash), [Unstoppable Strike](#), [Sharp Reflexes](#) (+3), [Determination](#) (+2), [Dogged Obstinacy](#), [Physical Resilience](#), [Weapon Guard](#), [Robust Physique](#), [Weapon Adaption](#), [Secure Weaponry](#), [Tenacious Grip](#), [Autonomic Grasp](#), [Weapon Unity](#), [Combat Composure](#)

Combat Gear +4 Transformative Knight Sword, +3 Composite Longbow, +5 Chain Coat, +4 Buckler, Champion Belt, Nimble Bracer, Ring of Protection +1, X-Potion x3, Phoenix Down x2; **Other Gear** Backpack, 1-pint Flask, Bedroll, Trail Rations x3, Hemp Rope (50 ft), Arrows x40.