



Gaffgarion is a middle-aged man donning a suit of tightly-pacted armor, obscuring all parts of his body except for the face, exposing his white moustache. He wears leather boots, and his armor has a patch of white fur around the shoulder area.

Gaffgarion is the definition of a mercenary: willing to commit to any act, save the price be high enough. He once served as a knight in days past, but was discharged due to the barbaric methods he employed. Brash and ruthless, he won't hesitate to slaughter those who oppose him.

Goffard Gaffgarion

CR 1

XP 400

Male Hume Dark Knight 1

Neutral Evil Medium Humanoid

Init +3; **Senses** Perception +2

Defense

AC 18, touch 11, flat-footed 17 (+7 Armor, +1 Dex)

HP 12 (1d10+2)

Fort +4, Reflex +1, Will +3

Offense

Speed 20 feet

Melee Knight Sword +6 (1d10+6/19-20 x2)

Special Attacks [Harm Touch](#) (1d6+2; 3/day)

Special Abilities [Darkside](#), [Grit Stance](#)

Limit Breaks [Dark Force](#), [Living Dead](#)

Tactics

During Combat Gaffgarrion is straight forward and will always be on the front lines. Gaff wields his Knight Sword with two hands to maximize his power. He saves his harm touch for heavily armored foes.

Statistics

Str 18, Dex 12, Con 14, Int 11, Wis 12, Cha 14

Base Atk +1; CMB +5; CMD 16

Feats Power Attack, Weapon Focus (Knight Sword)

Skills Bluff +7, Disguise +6, Intimidate +6, Perception +2, Ride +5

Languages Common

Combat Gear Knight Sword, Banded Mail, Cure Potion x1; Other Gear Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

*Gaffgarion applies his Favored Class bonus to Skill Ranks

**If playing Gaffgarion in a game allowing traits, he takes the "Reactionary" and "Convincing Liar (Bluff)" traits.

Goffard Gaffgarion

CR 5

XP 1,600

Male Hume Dark Knight 5

Neutral Evil Medium Humanoid

Init +3; Senses Perception +6

Defense

AC 21, touch 13, flat-footed 19 (+8 Armor, +1 Dex, Deflect +1, Dodge +1)

HP 44 (5d10+10); MP 3

Fort +8, Reflex +5, Will +6

Offense

Speed 20 feet

Melee +1 Knight Sword +12 (1d10+8/19-20 x2)

Special Attacks [Harm Touch](#) (3d6+2; 4/day)

Special Abilities [Darkside](#), [Grit Stance](#), [Shared Offense](#), [Soul Eater](#) (5/day)

Limit Breaks [Dark Force](#), [Living Dead](#)

Dark Knight Spells Known (CL 2nd, Concentration +4)

- **1st** – Dark (DC 13), Fear (DC 13)

Tactics

During Combat Gaffgarrion is straight forward and will always be on the front lines. Gaff wields his Knight Sword with two hands to maximize his power. He saves his harm touch for heavily armored foes. Gaffgarrion knows that spells aren't his strong spot, and has no issue using his spells on a whim.

Statistics

Str 20, **Dex** 13, **Con** 14, **Int** 11, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +10; **CMD** 23

Feats Dodge, Lightning Reflexes, Power Attack, Weapon Focus (Knight Sword)

Skills Bluff +11, Disguise +10, Intimidate +10, Perception +6, Ride +9

Languages Common

SQ [Dark Blessing](#), [First into Battle](#), [Abyssal Arts](#) [Carve and Spit, Dark Passenger], [Defile](#)

Combat Gear +1 Knight Sword, +1 Banded Mail, Belt of Giant Strength +2, Ring of Protection +1, Hi-Potion x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

Goffard Gaffgarrion

CR 10

XP 9,600

Male Hume Dark Knight 10

Neutral Evil Medium Humanoid

Init +4; **Senses** Perception +11

Defense

AC 26, touch 16, flat-footed 23 (+10 Armor, +2 Dex, Deflect +3, Dodge +1)

HP 94 (10d10+30); **MP** 10

Fort +11, **Reflex** +7, **Will** +9

Defensive Abilities [Dark Resilience](#)

Offense

Speed 20 feet

Melee +3 Knight Sword +19/+14 (1d10+10/19-20 x2)

Special Attacks [Harm Touch](#) (5d6+2; 9/day)

Special Abilities [Darkside](#), [Grit Stance](#), [Shared Offense](#), [Soul Eater](#) (5/day), [Last Resort](#)

Limit Breaks [Dark Force](#), [Living Dead](#)

Dark Knight Spells Known (CL 7th, Concentration +9)

- **1st** – Dark (DC 13), Fear (DC 13), Summon Monster I
- **2nd** – Death Knell, Summon Monster II, Vanish
- **3rd** – Zeal

Tactics

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Statistics

Str 20, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +15; **CMD** 31

Feats Dodge, Extra Harm Touch, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (Knight Sword)

Skills Bluff +16, Disguise +15, Intimidate +15, Perception +11, Ride +15

Languages Common

SQ [Dark Blessing](#), [First into Battle](#), [Abyssal Arts](#) [Carve and Spit, Dark Passenger, Blood Price, Blood Spiller, Delirium], [Defile](#)

Combat Gear +3 Knight Sword, +3 Banded Mail, Muscle Belt, Ring of Protection +3, Mega-Potion, X-Potion x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

Goffard Gaffgarrion

CR 15

XP 51,200

Male Hume Dark Knight 15

Neutral Evil Medium Humanoid

Init +5; **Senses** Perception +16

Defense

AC 28, touch 16, flat-footed 25 (+12 Armor, +2 Dex, Deflect +3, Dodge +1)

HP 179 (15d10+75+10); **MP** 22

Fort +16, **Reflex** +10, **Will** +12

Defensive Abilities [Dark Resilience](#), [Shadow Wall](#) (3/day)

Immune Poison, Curse, Sap, Disease

Offense

Speed 20 feet

Melee +5 Knight Sword +28/+23/+18 (1d10+10/19-20 x2)

Special Attacks [Harm Touch](#) (8d6+3; 12/day)

Special Abilities [Darkside](#), [Grit Stance](#), [Shared Offense](#), [Soul Eater](#) (6/day), [Last Resort](#)

Limit Breaks [Dark Force](#), [Living Dead](#)

Dark Knight Spells Known (CL 12th, Concentration +15)

- **1st** – Dark (DC 14), Fear (DC 14), Summon Monster I
- **2nd** – Death Knell, Summon Monster II, Vanish
- **3rd** – Dark III (DC 16), Summon Monster III, Zeal
- **4th** – Dread Spikes II, Poisoned Touch (DC 17), Greater Vanish

Tactics

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Statistics

Str 24, **Dex** 14, **Con** 20, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +15; **CMB** +22; **CMD** 38

Feats All Consuming Strike, Cleave, Dodge, Extra Harm Touch, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (Knight Sword)

Skills Bluff +22, Disguise +21, Intimidate +21, Perception +16, Ride +20

Languages Common

SQ [Dark Blessing](#), [First into Battle](#), [Abyssal Arts](#) [Carve and Spit, Dark Passenger, Blood Price, Blood Spiller, Delirium, Siphon Strike, Blackest Night], [Defile](#), [Aura of Cowardice](#), [Aura of Despair](#)

Combat Gear +5 Knight Sword, +5 Banded Mail, Champion Belt, Ring of Protection +3, Headband of Inspired Charisma +2, Bronze Bangle, Mega-Potion x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2