

Shadow Foster, the Great

Greater Shadow 9HD, Fighter 7th (Chaotic Neutral)
Str 10, Dex 20, Con 10, Int 10, Wis 14, Cha 20

Hit Points (hp) **99** Initiative **+9** Grapple **+7** Damage Reduction
Speed (Foot) **60 ft.** Spell Fail **0%** Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Shadow Touch+1	+21/+16/+11	1d6+1+Strength	20 (x2)	Desc: Touch Attack, Drains 1d6 Strength
Two-Weapons (off-hand)	Shadow Touch+1	+21/+16	1d6+1+Strength	20 (x2)	Desc: Touch Attack, Drains 1d6 Strength

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	28	24 / 22	None / None		+8	+10	+9

Skills	Abilities
Appraise 0	== Racial Traits: Greater Shadow ==
Balance 5	+25 on Bluff, Hide, Move Silently when acting as Foster's Shadow
Bluff 20	== Class Features: Fighter 7th ==
Climb 0	4x Bonus combat-oriented Feat
Concentration 0	== Conditional Skill Bonuses ==
Decipher Script -	+2 on Disguise to act in character [Bluff]
Diplomacy 7	+2 on Survival when following tracks [Search]
Disable Device -	== CHARACTER STATUS ==
Disguise 5+2	No errors detected
Escape Artist 5	
Forgery 0	
Gather Information 5	
Handle Animal -	
Heal 2	
Hide 20	
Intimidate 23	
Jump 12	
Listen 15	
Move Silently 5	
Open Lock -	
Ride 5	
Search 14	
Sense Motive 2	
Sleight of Hand -	
Speak Language 1	
Spellcraft -	
Spot 15	
Survival 2+2	
Swim 0	
Tumble -	
Use Magic Device -	
Use Rope 5	



Languages
Common, Shadow

Money
gp

Feats

- Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls
- Spring Attack Move before and after melee attack
- Dodge +1 dodge bonus to AC against selected target
- Iron Will +2 bonus on Will saves
- Persuasive +2 bonus on Bluff checks and Intimidate checks
- Improved Initiative +4 bonus on Initiative checks
- Leadership Attract cohort and followers - Leadership score is 21
- Toughness +3 hit points
- Two-Weapon Fighting Reduce two-weapon fighting penalty by 2
- Improved Two-Wpn Fighting Gain a second off-hand attack at -5 penalty
- Alertness +2 bonus to Listen and Spot checks
- Mobility +4 dodge bonus to AC against some attacks of opportunity

Equipment

.....
.....

Magic Items

Ring of Protection +2, Force Shield
Amulet of Natural Armor +2

Spellpower

Fighter

Potions: Everything Potion (10), Poison (1d8 Str or Con DC 20, 10)
Scrolls: Fireball/Lightning bolt/Cone of Cold (18d6 DC 20, 2 each)