

Elana Yuna Cosplay Gladiator

d20 3.5e, inspired by the artwork, created April-2009, artwork used without permission.

Human Fighter (thug) 6, Rogue (soldier) 4
Chaotic Good Medium Humanoid (human)



Background: The Red Eye Watch is a mercenary company built by and around dispossessed nobles. They are well trained militarily and socially. Consequently, many of their jobs are bodyguard or working for the more well-off patrons.

Elana was very good at what she did, and when she was captured, she injured any capture that tried to abuse her, and was thrown into the gladiator pits as a result. She performed well there, exhibiting both honor and ruthlessness in staying alive. She played the crowds and eventually earned enough trust to receive relaxed security. At that point, she was promptly rescued by agents of the Red Eye Watch and has returned to the company with a special taste for jobs pitting her against her former captors.

Str 16 (20), Dex 15, Con 14, Int 13, Wis 13, Cha 15

Initiative +2; BAB +9; Grp +12; Fort +8 (+9); Ref +8 (+9); Will +4 (+5); HD 4d6 + 6d10 + 20 (67 hp)

Attack: Longsword +16 melee (1d8+9 S, 19-20/x2)

Dagger +14 melee (1d4+6 P/S, 19-20, x2)

Dagger +11 ranged (1d4+6 P/S, 19-20/x2, 10 ft)

Sling +11 ranged (1d4+6 B, 20/x2, 50 ft)

Full Attack: Longsword +16/+11 melee (1d8+9 S, 19-20/x2)

Dagger +14/+9 melee (1d4+6 P/S, 19-20, x2)

Dagger +11 ranged (1d4+6 P/S, 19-20/x2, 10 ft)
Sling +11/+6 ranged (1d4+6 B, 20/x2, 50 ft)

Armor Class: 30, touch 17, flat-footed 23 (+2 Dex, +8 armor, +5 shield, +5 dodge) (+1 more shield bonus against ranged attacks) (+1 more dodge bonus against melee attacks) (assumes she is wearing a chain shirt and using a heavy or light shield) (+4 dodge bonus against attacks of opportunity she provokes by her movement) (upto +5 more from Combat Expertise)

Feats: Armor Concentration (chain shirt), Armor Proficiency (light), Armor Specialization (chain shirt), Combat Expertise, Defensive, Defensive Stance, Improved Disarm, Light Armor Mastery, Light Armor Specialization, Martial Weapon Proficiency (all), Mobility, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (longsword), Weapon Specialization (longword)

Skills: Balance +9 [5], Bluff +12 [10], Climb +13 [10], Disable Device +12 [10], Intimidate +14 [10], Jump +15 [10], Knowledge (local) +6 [5], Listen +7 [6], Open Lock +12 [10], Search +9 [8], Sleight of Hand +10 [6], Spot +7 [6], Swim +8 [5], Tumble +9 [5]

SA/SQ: Evasion; Trapfinding; Trap Sense (+1); Uncanny Dodge

Possessions: *belt of giant strength* +4; *mithril shirt* +3; *mithril light shield* +3; *ring of jumping*; *longsword* +2; *dagger* +1; *sling* +1; *cloak of resistance* +1; adventuring gear

Feats

Armor Concentration [Fighter, General]

You are particularly adept at fighting in certain types of armor, using its protective qualities to your best advantage.

Prerequisite: Armor Proficiency with the chosen armor.

Benefit: Select one type of armor. You gain an

additional +2 dodge bonus to your AC when wearing this armor.

Armor Specialization [School]

You are particularly adept at fighting in one certain kind of armor, using its protective qualities to your best advantage.

Prerequisite: Proficient with the chosen armor, Armor Focus with the chosen armor

Benefit: Choose one kind of armor such as chain mail or splint mail. When wearing the specified type of armor you gain an additional +2 dodge bonus to your AC when wearing this armor.

Special: You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new kind of armor. This feat cannot be applied to shields.

Defensive [Talent]

You are cautious and careful, always more mindful of incoming attacks than making attacks.

Prerequisites: Character level 1st only

Benefit: The character gains a +1 dodge bonus to Armor Class but suffers an inherent -1 penalty to all attack rolls.

Defensive Stance [Fighter, General]

You are trained at avoiding and blocking blows.

Prerequisite: Dexterity 13+

Benefit: The character gains a +1 dodge bonus to Armor Class against all melee attacks.

Light Armor Mastery [Fighter, General]

You wear leather armor and similar protective gear like a second skin. You move with speed and agility equal to an unarmored figure.

Prerequisites: Light Armor Specialization, base attack bonus +9

Benefit: While wearing light armor, you increase its maximum Dexterity bonus by 2. In addition, you reduce its armor check penalty by 1. You cannot turn a check penalty into a bonus.

Special: You can take this feat only once.

Light Armor Specialization [Fighter, General]

You rely on speed and agility while wearing light armor. You have trained to dodge blows with skill and speed, improving your defense as long as you wear flexible armor.

Prerequisites: Light Armor Proficiency, base attack bonus +3.

Benefit: While wearing light armor, you

increase the armor bonus it provides by +1. You dodge and move in such a way as to improve your armor's protective abilities.

Special: You may take this feat only once.

Shield Specialization [Fighter, General]

You are especially good at using a shield for defense.

Prerequisites: Shield Proficiency, base attack bonus +4 or higher.

Benefit: The character knows just how to angle a shield against incoming attacks to more easily deflect the force of the blow or to encourage a ranged weapon to slide off the shield rather than strike it directly. She adds +1 to the shield's armor bonus for melee attacks and +2 for ranged attacks. The character must be aware of the incoming attack and not flat-footed.

Class Changes

Fighter (thug)

The thug is a street fighter, a survivor who learns to mix brute force with a bit of craftiness. He has most of the fighter's strengths, along with some additional skills to help keep him alive on the mean streets. Despite the name, not all thugs are mere hooligans—many are crafty veterans who use their knowledge of the streets to gain an advantage against their opponents.

Most thugs are non-lawful, though sometimes gangs of thugs with a lawful streak band together.

Class Features

The thug has all the standard fighter class features, except as noted below.

Weapon and Armor Proficiency: Thugs are proficient with all simple and martial weapons, and light armor.

Class Skills: The thug's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Open Lock (Dex), Ride (Dex), Sleight of Hand (Dex), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Bonus Feats: Thugs do not gain the fighter bonus feat at 1st level.

Rogue (soldier)



The soldier has all the standard rogue class features, except replace Sneak Attack with Fighter bonus feats.

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