

Thokk Bonecrusher

CHARACTER

Half-Orc

RACE

Fighter

CLASS

Battle Master

Neutral

ALIGNMENT

DEITY

26

LEVEL

2343242

EXPERIENCE

PENALTY

M

GENDER

86

AGE

SIZE

1.7

HEIGHT

210

WEIGHT

COMPLEXION

None

HAIR

EYES

HANDEDNESS

BIRTH / PAST / FAMILY

REGION/NATIONALITY / RESIDENCE

APPEARANCE

CLOTHING

PERSONALITY / MANNERISMS

NOTES

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	20			
DEX	2			
CON	4			
INT	6			
WIS	3			
CHA	2			

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT CONSTITUTION		=		+		+
REF DEXTERITY		=		+		+
WILL WISDOM		=		+		+

SAVE MODIFIERS

+2 racial bonus on saving throws against illusions.

RESISTANCES

HIT POINTS

	TOTAL	CURRENT	NON-LETHAL

LIFT OVER HEAD

1 x MAX LOAD

LIFT OFF GROUND

2 x MAX LOAD

PUSH or DRAG

5 x MAX LOAD

LOAD

SPEED

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L					NORM
M					x4
H					x3

ARMOR CLASS

		=	10	+		+		+		+	
	NORMAL	BASE	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	MISC MOD				
FLAT-FOOTED											
SPELL FAILURE											
TOUCH											
CHECK PENALTY											

AC MODIFIERS

ARMOR & PROTECTION

	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT

PROFICIENT WITH : ☐ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☐ SHIELDS

INITIATIVE

	TOTAL	DEX	MISC

INITIATIVE MODIFIERS

ATTACK BONUSES

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE STRENGTH		=		+		+
RANGED DEXTERITY		=		+		+
GRAPPLE STRENGTH		=		+		+

BASE ATTACK BONUS

ATTACK MODIFIERS

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT	NOTES & RELATED FEATS
Greatsword								
Two handaxes								
Exotic weapon (spiked chain)								

WEAPON PROFICIENCIES

☐ ALL SIMPLE ☐ ALL MARTIAL

COMBAT FEATS & NOTES

SKILLS	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	TYPE
Appraise ■		=	+	+	INT	
Balance ■*		=	+	+	DEX	
Bluff ■		=	+	+	CHA	
Climb ■*	12	=	+	+	STR	
Concentration ■		=	+	+	CON	
Craft ■ Unskilled		=	+	+	INT	
Craft ■ Alchemy		=	+	+	INT	
Craft ■ Blacksmith		=	+	+	INT	
Craft ■ Weaponsmith		=	+	+	INT	
Decipher Script		=	+	+	INT	
Diplomacy ■		=	+	+	CHA	
Disable Device		=	+	+	INT	
Disguise ■		=	+	+	CHA	
Escape Artist ■ *		=	+	+	DEX	
Forgery ■		=	+	+	INT	
Gather Information ■		=	+	+	CHA	
Handle Animal		=	+	+	CHA	
Heal ■		=	+	+	WIS	
Hide ■*		=	+	+	DEX	
Intimidate ■		=	+	+	CHA	
Jump ■*	24	=	+	+	STR	
Knowledge (arcana)		=	+	+	INT	
Knowledge (religion)		=	+	+	INT	
Knowledge (nature)		=	+	+	INT	
Knowledge Lantan local		=	+	+	INT	

SKILLS	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	TYPE
Knowledge		=	+	+	INT	
Knowledge		=	+	+	INT	
Knowledge		=	+	+	INT	
Listen ■	1	=	+	+	WIS	
Move Silently ■ *		=	+	+	DEX	
Open Lock		=	+	+	DEX	
Perform ■ Unskilled		=	+	+	CHA	
Perform ■		=	+	+	CHA	
Perform ■		=	+	+	CHA	
Profession Merchant		=	+	+	WIS	
Profession		=	+	+	WIS	
Profession		=	+	+	WIS	
Ride ■		=	+	+	DEX	
Search ■		=	+	+	INT	
Sense Motive ■		=	+	+	WIS	
Sleight of Hands *		=	+	+	DEX	
Spellcraft		=	+	+	INT	
Spot ■		=	+	+	WIS	
Survival ■		=	+	+	WIS	
Swim ■ * (doubled)		=	+	+	STR	
Tumble *		=	+	+	DEX	
Use Magic Device		=	+	+	CHA	
Use Rope ■		=	+	+	DEX	

■ Can be used untrained * Armor Check Penalty Applies

Skill Modifiers	Racial Traits & Class Features	Feats	Languages
	<p>Thokk Bonecrusher is a towering half-orc with green-tinged skin covered in ritual scars and tattoos from his gladiatorial career. His most prominent feature is a set of specially filed tusks, often adorned with metal rings for show. Despite his intimidating appearance, Thokk has a strategic mind and a flair for dramatic combat maneuvers that make him a crowd favorite in the arena.</p>		

[illegible]