

Vallard,

NAME		PLAYERNAME		DEITY		Neutral Good	
Com1		Human		5' 8"		ALIGNMENT	
CLASS		Medium		190 lbs.		VISION	
1		RACE		HEIGHT		0	
EXPERIENCE		16		Blue		POINTS	
1000		Male		Blond,			
Character Level		AGE		EYES		HAIR	
NEXT LEVEL		GENDER					

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
STR Strength	10	+0	10	+0	10	+0	VP Vitality	13		WP Wound Points	12		Walk 30 ft.	
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	12	10	12	10	0	0	0
CON Constitution	12	+1	12	+1	12	+1	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT
INT Intelligence	16	+3	16	+3	16	+3	INITIATIVE modifier		+2	+2	+0	SIZE	NATURAL	MISC
WIS Wisdom	14	+2	14	+2	14	+2	BASE ATTACK bonus		+0				MISS CHANCE	ARCANE SPELL FAILURE
CHA Charisma	12	+1	12	+1	12	+1							ARMOR CHECK PENALTY	SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+1	+0	+1	+0	+0	+0		
REFLEX (dexterity)	+2	+0	+2	+0	+0	+0		
WILL (wisdom)	+2	+0	+2	+0	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+0	+0	+0	+0	+0	
RANGED attack bonus	+2	+2	+0	+0	+0	
GRAPPLE attack bonus	+0	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d3	20/x2	5 ft.

*Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+0	1d6	2W-P-(OH)		1d6	
			-6			
1H-O	-4	1d6	2W-P-(OL)		1d6	
			-4			
2H	+0	1d6	2W-OH		1d6	
			-10			
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
	+2	+0	-2	-4	-6	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties
*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
				RANKS	MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	0	= 0	+	+
✓ Concentration	CON	3	= 1	+	2.0 +
✓ Craft (Untrained)	INT	3	= 3	+	+
Decipher Script	INT	5	= 3	+	2.0 +
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	4	= 2	+	2.0 +
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	2	= 2	+	+
✓ Initiative	DEX	2	= 2	+	+
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	0	= 0	+	+
✓ Listen	WIS	2	= 2	+	+
✓ Move Silently	DEX	2	= 2	+	+
✓ Perception	WIS	4	= 2	+	2.0 +
✓ x Psychic (Mental Contact)	CHA	5	= 1	+	4
✓ Ride	DEX	2	= 2	+	+
✓ Sense Motive	WIS	2	= 2	+	+
✓ Spot	WIS	2	= 2	+	+
✓ Stealth	DEX	2	= 2	+	+
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	0	= 0	+	+
✓ Use Computer	INT	3	= 3	+	+
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Club		Equipped	1	3.0	0.0
Peasant's Outfit		Equipped	1	2.0	0.0
TOTAL WEIGHT CARRIED/VALUE				3 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

FEATS	
Simple Weapon Proficiency	Use simple weapons normally.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common	

TEMPLATES	
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Notes:

Character Sheet Notes: