

New1

NAME

Clr6

CLASS

6

Character Level

15000

EXPERIENCE

21000

NEXT LEVEL

PLAYERNAME

Dwarf

RACE

64

AGE

Medium

SIZE

Male

GENDER

DEITY

4' 2"

HEIGHT

170 lbs.

WEIGHT

EYES

HAIR

Good

ALIGNMENT

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

11

+0

11

+0

11

+0

DEX

Dexterity

11

+0

11

+0

11

+0

CON

Constitution

12

+1

12

+1

12

+1

INT

Intelligence

10

+0

10

+0

10

+0

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

10

+0

10

+0

10

+0

HP

hit points

54

AC

armor class

10

TOTAL

0

FLAT

0

TOUCH

0

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 5 sq.

INITIATIVE

modifier

+7

TOTAL

+0

DEX MODIFIER

+7

MISC MODIFIER

BASE ATTACK

bonus

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+14

=

+10

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+13

=

+10

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+16

=

+10

+

+4

+

+0

+

+2

+

+0

+

MELEE

attack bonus

+3

=

+3

+

+0

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+3

=

+3

+

+0

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+3

=

+3

+

+0

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

-1

DAMAGE

1d3

CRITICAL

20/x2

REACH

1 sq.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Acrobatics

DEX

3

=

0

+

3.0

+

Arcana

INT

3

=

0

+

3.0

+

Athletics

STR

3

=

0

+

3.0

+

Bluff

CHA

3

=

0

+

3.0

+

Diplomacy

CHA

8

=

0

+

3.0

+

5

Dungeoneering

WIS

6

=

1

+

3.0

+

2

Endurance

CON

6

=

1

+

3.0

+

2

Heal

WIS

9

=

1

+

3.0

+

5

History

INT

8

=

0

+

3.0

+

5

Insight

WIS

4

=

1

+

3.0

+

Intimidate

CHA

3

=

0

+

3.0

+

Nature

WIS

4

=

1

+

3.0

+

Perception

WIS

6

=

1

+

3.0

+

2

Religion

INT

8

=

0

+

3.0

+

5

Stealth

DEX

3

=

0

+

3.0

+

Streetwise

CHA

3

=

0

+

3.0

+

Thievery

DEX

3

=

0

+

3.0

+

✓: can be used untrained. X: exclusive skills

TURN UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+0

Up to 0

-4

Turn level

0

1 - 3

-3

Turn damage

0d0 +0

4 - 6

-2

7 - 9

-1

10 - 12

0

You destroy Undead creatures with total hit dice up to 0.

13 - 15

1

16 - 18

2

19 - 21

3

22+

4

TURN/DAY

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

SPECIAL ABILITIES	
You can use Holy Symbol Implements.	

FEATS	
Alertness	You don't grant enemies combat advantage during surprise rounds. You also gain +2 to Perception checks.
Dwarven Weapon Training	You gain proficiency and a +2 feat bonus to damage rolls with axes and hammers.
Improved Initiative	You gain a +4 feat bonus to initiative checks.
Toughness	When you take this feat, you gain an additional 5 hit points per tier of play (5 at 1st level, 5 more at 11th, 5 more at 21st)
Armor Proficiency (Chainmail)	You gain training with Chainmail armor.
Armor Proficiency (Cloth)	You gain training with Cloth armor.
Armor Proficiency (Hide)	You gain training with Hide armor.
Armor Proficiency (Leather)	You gain training with Leather armor.
Cast Iron Stomach	+5 racial bonus to saving throws against poison.
Dwarven Weapon Proficiency	You gain proficiency with the throwing hammer and the warhammer.
Ritual Caster	You can master and perform rituals of your level or lower.
Simple Melee Weapons	You gain the Proficiency bonus for any Simple Melee Weapon you attack with.
Simple Ranged Weapons	You gain the Proficiency bonus for any Simple Ranged Weapon you attack with.
Skill Training (Diplomacy, Heal, History, Religion)	You gain training in one skill. The skill need not be on your class skill list.
Stand Your Ground	When an effect forces you to move -- through a pull, a push, or a slide -- you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

PROFICIENCIES	
Club, Crossbow, Dagger, Greatclub, Hand crossbow, Javelin, Mace, Morningstar, Quarterstaff, Scythe, Sickle, Sling, Spear, Throwing hammer, Warhammer	

LANGUAGES	
Common, Dwarven	

TEMPLATES	
ClassGrantedTotalLevels	

Notes:

Character Sheet Notes: