

Saresh,

NAME

Com1

0

CLASS

1

Character Level

PLAYERNAME

Human

Medium

RACE

16

AGE

Other

GENDER

DEITY

5' 1"

138 lbs.

HEIGHT

Brown

Sandy Blond,

EYES

HAIR

Neutral Good

ALIGNMENT

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

14

+2

14

+2

14

+2

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

10

+0

10

+0

10

+0

VP

Vitality

14

AC

armor class

12

INITIATIVE

modifier

+2

BASE ATTACK

bonus

+0

WOUNDS/CURRENT HP

10

FLAT

12

TOUCH

10

BASE

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

WP

Wound Points

14

DAMAGE REDUCTION

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+3

RANGED

attack bonus

+2

GRAPPLE

attack bonus

+3

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d3+3

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

+3

1d6+3

2W-P-(OH)

-3

1d6+3

1H-O

-1

1d6+1

2W-P-(OL)

-1

1d6+3

2H

+3

1d6+4

2W-OH

-7

1d6+1

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+2

+0

-2

-4

-6

Dam

1d6+3

1d6+3

1d6+3

1d6+3

1d6+3

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

MISC MODIFIER

✓ Appraise

INT

1

=

1

+

+

✓ Balance

DEX

2

=

2

+

+

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

5

=

3

+

2.0

+

✓ Concentration

CON

2

=

2

+

+

✓ Craft (Untrained)

INT

1

=

1

+

+

✓ Diplomacy

CHA

0

=

0

+

+

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

2

=

2

+

+

✓ Forgery

INT

1

=

1

+

+

✓ Gather Information

CHA

0

=

0

+

+

✓ Handle Animal

CHA

2

=

0

+

2.0

+

✓ Heal

WIS

3

=

1

+

2.0

+

✓ Hide

DEX

2

=

2

+

+

✓ Initiative

DEX

4

=

2

+

2.0

+

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

3

=

3

+

+

✓ Listen

WIS

1

=

1

+

+

✓ Move Silently

DEX

2

=

2

+

+

✓ Perception

WIS

3

=

1

+

2.0

+

✓ x Psychic (Mental Contact)

CHA

4

=

0

+

+

4

✓ Ride

DEX

2

=

2

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

1

=

1

+

+

✓ Stealth

DEX

4

=

2

+

2.0

+

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

6

=

3

+

3.0

+

✓ Use Computer

INT

1

=

1

+

+

✓ Use Rope

DEX

3

=

2

+

1.0

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

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For suggestions please post to pcgen@yahoo.com with "OS Suggestion" in the subject line.

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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	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

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: