

Nalvox Tundradi

NAME
Ftr5 10000
CLASS EXPERIENCE

Conor

PLAYERNAME
Human Medium
RACE SIZE

DEITY
5' 11" 175 lbs.
HEIGHT WEIGHT

Neutral Good

ALIGNMENT
VISION

5 15000
Character Level NEXT LEVEL

25 Male
AGE GENDER

Green
EYES

Black, medium length, grunge 83
HAIR POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1	13	+1
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	8	-1	8	-1	8	-1
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	15	+2	15	+2	15	+2

HP	WOUNDS/CURRENT HP				SUBDUAL DAMAGE					DAMAGE REDUCTION		SPEED				
hit points	25												Walk 30 ft.			
AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
armor class	20	16	14	10	5	1	4	0	0	0		10	+0	0		

INITIATIVE modifier	<div><div>+8</div><div>TOTAL</div></div>	<div><div>+4</div><div>DEX MODIFIER</div></div>	<div><div>+4</div><div>MISC MODIFIER</div></div>
BASE ATTACK bonus	<div><div>+5</div></div>		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+4	-1	+0	+0	+0		
REFLEX (dexterity)	+5	+1	+4	+0	+0	+0		
WILL (wisdom)	+1	+1	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	+5	+1	+0	+0	+0	
RANGED attack bonus	+9	+5	+4	+0	+0	+0	
GRAPPLE attack bonus	+6	+5	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d3+1	20/x2	5 ft.

*Longsword +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+7		1d8+2				
Special Properties						

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
*Mithral Shirt +1	Light	+5	+6	+0	10
30hp/inch and 15 hardness					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4 MISC MODIFIER
✓ Appraise	INT	1	= 1	+	+
✓ Balance	DEX	5	= 4	+	1.0 +
✓ Bluff	CHA	8	= 2	+	4.0 + 2
✓ Climb	STR	1	= 1	+	+
✓ Concentration	CON	-1	= -1	+	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	10	= 2	+	4.0 + 4
✓ Disguise	CHA	2	= 2	+	+
✓ Escape Artist	DEX	4	= 4	+	+
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	2	= 2	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	4	= 4	+	+
✓ Intimidate	CHA	4	= 2	+	+
✓ Jump	STR	2	= 1	+	1.0 +
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	4	= 4	+	+
✓ Ride	DEX	5	= 4	+	1.0 +
✓ Search	INT	1	= 1	+	+
✓ Sense Motive	WIS	6	= 0	+	4.0 + 2
✓ Spot	WIS	0	= 0	+	+
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	1	= 1	+	+
✓ Tumble	DEX	6	= 4	+	2.0 +
✓ Use Rope	DEX	4	= 4	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 14 lbs., 1 Bedroll, 1 Climber's Kit, 1 Everburning Torch, 1 Flask (Empty), 1 Flint and Steel, 1 Meals (Common/Per Day), 1 Pouch (Belt), 1 Water (Pint), 1 Waterskin	Carried	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Climber's Kit	Backpack	1	5.0	80.0	
Everburning Torch	Backpack	1	1.0	110.0	
Flask (Empty) 0 lbs.	Backpack	1	1.5	0.03	
Flint and Steel	Backpack	1	0.0	1.0	
Headband of Diplomacy +2 (Headband (Skill Bonus (Competence) (Diplomacy +2))), Competence bonus to selected skill of Diplomacy+2	Equipped	1	0.0	400.0	
Longsword +1	Equipped	1	4.0	2315.0	
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Meals (Common/Per Day)	Backpack	1	0.0	0.3	
Mithral Shirt +1 30hp/inch and 15 hardness	Equipped	1	10.0	2100.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Pouch (Belt) 0 lbs.	Backpack	1	0.5	1.0	
Water (Pint)	Backpack	1	1.0	0.0	
Waterskin 0 lbs.	Backpack	1	0.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			34 lbs.	7325.43	gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

FEATS	
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Improved Initiative	You get a +4 bonus on initiative checks.
Negotiator	You get a +2 bonus on all Diplomacy checks and Sense Motive checks.
Persuasive	You get a +2 bonus on all Bluff checks and Intimidate checks.
Two-Weapon Defense	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven