

Newton,

NAME
Com1
CLASS
1

0
EXPERIENCE
1000
NEXT LEVEL

PLAYERNAME
Human
RACE
16
AGE

Medium
SIZE
None
GENDER

DEITY
6' 1"
HEIGHT
Blue
EYES

165 lbs.
WEIGHT
Blond,
HAIR

Neutral Good
ALIGNMENT
0
POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

DEX

Dexterity

12

+1

12

+1

12

+1

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

CON

Constitution

12

+1

12

+1

12

+1

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

INT

Intelligence

14

+2

14

+2

14

+2

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

WIS

Wisdom

10

+0

10

+0

10

+0

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

CHA

Charisma

14

+2

14

+2

14

+2

VP

Vitality

13

AC

armor class

11

INITIATIVE

modifier

+1

BASE ATTACK

bonus

+0

WOUNDS/CURRENT HP

FLAT

TOUCH

TOTAL

SUBDUAL DAMAGE

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

WP

Wound Points

12

DAMAGE REDUCTION

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

TEMP

REFLEX

(dexterity)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

TEMP

WILL

(wisdom)

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

TEMP

MELEE

attack bonus

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

TEMP

RANGED

attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

TEMP

GRAPPLE

attack bonus

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

TEMP

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

+1

-1

-3

-5

-7

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

RANKS

4/2

MISC MODIFIER

✓ Appraise

INT

2

=

2

+

+

✓ Balance

DEX

1

=

1

+

+

✓ Bluff

CHA

2

=

2

+

+

✓ Climb

STR

3

=

3

+

+

✓ Concentration

CON

3

=

1

+

2.0

+

✓ Craft (Untrained)

INT

2

=

2

+

+

✓ Diplomacy

CHA

4

=

2

+

2.0

+

✓ Disguise

CHA

4

=

2

+

2.0

+

✓ Escape Artist

DEX

1

=

1

+

+

✓ Forgery

INT

2

=

2

+

+

✓ Gather Information

CHA

2

=

2

+

+

✓ Heal

WIS

0

=

0

+

+

✓ Hide

DEX

1

=

1

+

+

✓ Initiative

DEX

1

=

1

+

+

✓ Intimidate

CHA

2

=

2

+

+

✓ Jump

STR

3

=

3

+

+

✓ Listen

WIS

0

=

0

+

+

✓ Move Silently

DEX

1

=

1

+

+

✓ Perception

WIS

2

=

0

+

2.0

+

✓ X Psychic (Mental Contact)

CHA

6

=

2

+

+

4

✓ Ride

DEX

1

=

1

+

+

✓ Sense Motive

WIS

2

=

0

+

2.0

+

✓ Spot

WIS

0

=

0

+

+

✓ Stealth

DEX

1

=

1

+

+

✓ Survival

WIS

0

=

0

+

+

✓ Swim

STR

3

=

3

+

+

✓ Use Computer

INT

2

=

2

+

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

✓/: 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	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	
-----------	--

Notes:

Character Sheet Notes: