

Refi

NAME

Ftr4

CLASS

4

6000

EXPERIENCE

10000

NEXT LEVEL

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

5' 1"

HEIGHT

138 lbs.

WEIGHT

EYES

HAIR

DEITY

ALIGNMENT

Neutral Good

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

19

+4

19

+4

19

+4

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

15

+2

15

+2

15

+2

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

10

+0

10

+0

10

+0

VP

Vitality

70

AC

armor class

20

INITIATIVE

modifier

+7

BASE ATTACK

bonus

+4

WOUNDS/CURRENT HP

FLAT

TOUCH

TOTAL

19

11

20

SUBDUAL DAMAGE

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

10

9

0

1

0

0

0

DAMAGE REDUCTION

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

16

35

-5

0

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+8

1d3+4

20/x2

5 ft.

*Greatsword +2

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+11

2d6+10

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Full Plate

Heavy

+8

+1

-6

35

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

MISC MODIFIER

✓ Appraise

INT

2

=

2

+

+

✓ Balance

DEX

-2

=

3

+

+ -5

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

4

=

4

+

+ 5.0 + -5

✓ Concentration

CON

3

=

3

+

+

✓ Craft (Untrained)

INT

2

=

2

+

+

✓ Diplomacy

CHA

0

=

0

+

+

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

-2

=

3

+

+ -5

✓ Forgery

INT

2

=

2

+

+

✓ Gather Information

CHA

0

=

0

+

+

Handle Animal

CHA

2

=

0

+

+ 2.0 +

✓ Heal

WIS

6

=

1

+

+ 5.0 +

✓ Hide

DEX

-2

=

3

+

+ -5

✓ Intimidate

CHA

5

=

0

+

+ 5.0 +

✓ Jump

STR

-1

=

4

+

+ -5

Knowledge (Arcana)

INT

5

=

2

+

+ 3.0 +

Knowledge (Dungeoneering)

INT

5

=

2

+

+ 3.0 +

Knowledge (War)

INT

5

=

2

+

+ 3.0 +

✓ Listen

WIS

8

=

1

+

+ 7.0 +

✓ Move Silently

DEX

-2

=

3

+

+ -5

Profession (Innkeeper)

WIS

2

=

1

+

+ 1.0 +

✓ X Psychic (Mental Contact)

CHA

7

=

0

+

+

+ 7

✓ Ride

DEX

8

=

3

+

+ 5.0 +

✓ Search

INT

2

=

2

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

8

=

1

+

+ 7.0 +

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

0

=

4

+

+ 7.0 + -11

✓ Use Rope

DEX

6

=

3

+

+ 3.0 +

=

+

+

=

+

+

✓ : can be used untrained. X: exclusive skills

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

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	
Full Plate	Equipped	1	50.0	1500.0	
Greatsword +2	Equipped	1	8.0	8350.0	
TOTAL WEIGHT CARRIED/VALUE			58 lbs.	9850.0 gp	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

FEATS	
Fleet of Foot	+10 feet bonus to ground speed
Power Attack	You can subtract up to 4 from all melee attack rolls and apply same to all melee damage rolls.
Sword Wind	Gain one extra attack at full attack bonus; all attacks are at -3.
Weapon Focus (Greatsword)	+1 bonus on all attack rolls with selected weapon.
Weapon Specialization (Greatsword)	+2 bonus on all damage rolls with selected weapon.
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Tower Shield Proficiency	You can use a tower shield.

PROFICIENCIES

LANGUAGES
Common, Goblin, Sylvan

TEMPLATES
Truename

Notes:

Character Sheet Notes: