Saresh,

NAME						Neutral Good
						ALIGNMENT

Ftr5	10000	Human	Medium	5' 1"	138 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION

5	15000	17	Other	Brown	Sandy Blond,	-1
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

PLAYERNAME | DEITY

Ability Scores

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: 82

AC armor class: 19 : 16 : 19 = 10 + 0 + 0 + 3 + 0 + 0 + 6 | | 0 | +0 | 0

| | TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL | MISC | | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |

WOUNDS/CURRENT HP | SUBDUAL DAMAGE | **WP** Wound Points 16 | DAMAGE REDUCTION | SPEED Walk 40 ft.

INITIATIVE modifier: +5 = +3 + +2
(TOTAL = DEX MODIFIER + MISC MODIFIER)

BASE ATTACK bonus: +5

Saving Throws

SAVING THROWS	TOTAL	=	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	=	+4	+3	+0	+0	+0	
REFLEX (dexterity)	+4	=	+1	+3	+0	+0	+0	
WILL (wisdom)	+2	=	+1	+1	+0	+0	+0	

conditional modifiers

Attack Bonus

	TOTAL	=	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	=	+5	+4	+0	+0	+0	
RANGED attack bonus	+8	=	+5	+3	+0	+0	+0	
GRAPPLE attack bonus	+9	=	+5	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d3+4	20/x2	5 ft.

***Greatsword** (Bonded)			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	S	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
2H	+12	2d6+12	**2W-OH**	N/A	N/A

Special Properties	Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.

*: 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

SKILLS

	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
✓	Appraise	INT	2	=	2	+		+	
✓	Balance	DEX	3	=	3	+		+	
✓	Bluff	CHA	0	=	0	+		+	
✓	Climb	STR	12	=	4	+	8.0	+	
✓	Concentration	CON	3	=	3	+		+	
✓	Craft (Untrained)	INT	2	=	2	+		+	
✓	Diplomacy	CHA	0	=	0	+		+	
✓	Disguise	CHA	0	=	0	+		+	
✓	Escape Artist	DEX	3	=	3	+		+	
✓	Forgery	INT	2	=	2	+		+	
✓	Gather Information	CHA	0	=	0	+		+	
	Handle Animal	CHA	2	=	0	+	2.0	+	
✓	Heal	WIS	6	=	1	+	5.0	+	
✓	Hide	DEX	3	=	3	+		+	
✓	Initiative	DEX	5	=	3	+	2.0	+	
✓	Intimidate	CHA	5	=	0	+	5.0	+	
✓	Jump	STR	8	=	4	+		+	4
	Knowledge (Arcana)	INT	5	=	2	+	3.0	+	
	Knowledge (Dungeoneering)	INT	5	=	2	+	3.0	+	
	Knowledge (War)	INT	5	=	2	+	3.0	+	
✓	Listen	WIS	1	=	1	+		+	
✓	Move Silently	DEX	3	=	3	+		+	
✓	Perception	WIS	9	=	1	+	8.0	+	
✓	Pilot	DEX	7	=	3	+	4.0	+	
✓ ✗	Psychic (Mental Contact)	CHA	8	=	0	+		+	8
✓	Ride	DEX	6	=	3	+	3.0	+	
✓	Sense Motive	WIS	1	=	1	+		+	
✓	Spot	WIS	1	=	1	+		+	
✓	Stealth	DEX	10	=	3	+	2.0	+	5
✓	Survival	WIS	1	=	1	+		+	
✓	Swim	STR	11	=	4	+	7.0	+	
✓	Use Computer	INT	2	=	2	+		+	
✓	Use Rope	DEX	6	=	3	+	3.0	+	
				=		+		+	
				=		+		+	

MAX RANKS 8/4

✓: can be used untrained. ✗: exclusive skills

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Page 1

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Greatsword (Bonded)	Equipped	1	8.0	50.0
Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				
TOTAL WEIGHT CARRIED/VALUE			8 lbs.	50.0 gp

WEIGHT ALLOWANCE

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

SPECIAL ABILITIES

Height of battle 1/day

FEATS

Cleave	Take immediate, extra melee attack if you drop opponent.
Fleet of Foot	+10 feet bonus to ground speed
Improved Toughness	Gain hp equal to your current HD
Power Attack	You can subtract up to 5 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.
Your Sword With Power	When wielding a magical melee weapon, you may use that weapon to fire a magical force bolt as an attack action. In effect, your melee weapon can be used as a ranged weapon with a range increment of 30ft., using the normal rules for ranged weapons. Apply the weapon#s magical enhancement as normal, but do not apply your Strength modifier or any bonuses or magical abilities which can only apply to melee weapons (such as Vorpal). You can only use this ability when your current hit point total is equal to at least fifty percent of your maximum.
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

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Page 2

Notes:

Character Sheet Notes:

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Page 3