

Saresh,

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ftr5	Human	5' 1"	Neutral Good
CLASS	Medium	138 lbs.	ALIGNMENT
5	RACE	HEIGHT	VISION
15000	17	Brown	-1
Character Level	AGE	EYES	POINTS
NEXT LEVEL	GENDER	HAIR	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED					
STR Strength	20	+5	20	+5	20	+5	VP Vitality	82			WP Wound Points	16			Walk 40 ft.						
DEX Dexterity	16	+3	16	+3	16	+3	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
CON Constitution	16	+3	16	+3	16	+3															
INT Intelligence	14	+2	14	+2	14	+2	INITIATIVE modifier	+5	= +3	+ +2	SKILLS										
								TOTAL	DEX MODIFIER	MISC MODIFIER	KEY ABILITY										
WIS Wisdom	12	+1	12	+1	12	+1	BASE ATTACK bonus	+5			SKILL NAME										
CHA Charisma	10	+0	10	+0	10	+0					SKILL MODIFIER										
											ABILITY MODIFIER										
											MAX RANKS										
											8/4										
											MISC MODIFIER										
											✓ Appraise	INT	2	=	2	+		+			
											✓ Balance	DEX	3	=	3	+		+			
											✓ Bluff	CHA	0	=	0	+		+			
											✓ Climb	STR	12	=	5	+		+			

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		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10	+5	+5	+0	+0	+0	
RANGED attack bonus	+8	+5	+3	+0	+0	+0	
GRAPPLE attack bonus	+10	+5	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10	1d3+5	20/x2	5 ft.

*Fighter's Blade	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+13	2d6+13				
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.				

Fighter's Blade Ranged	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x2	5 ft.
TH	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.
+11	+9	+7	+5	+3	
Dam	2d6+6	2d6+6	2d6+6	2d6+6	2d6+6
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.				

Fighter's Bow	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x2	5 ft.
TH	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.
+11	+11	+9	+7	+5	
Dam	1d8+6	1d8+6	1d8+6	1d8+6	1d8+6
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
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Appraise	INT	2	= 2	+	+
✓ Balance	DEX	3	= 3	+	+
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	13	= 5	+ 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	9	= 5	+	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	+
✓ X 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	12	= 5	+ 7.0	+
✓ Use Computer	INT	2	= 2	+	+
✓ Use Rope	DEX	6	= 3	+ 3.0	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Fighter's Blade	Equipped	1	2.0	50335.0	
Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
Fighter's Blade Ranged	Carried	1	3.0	25600.0	
0 lbs. Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
Fighter's Bow	Carried	1	3.0	25600.0	
0 lbs. 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.	101535.0	
				gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

SPECIAL ABILITIES	
Height of battle ~ 1/day, [immediate action] gain +2 bonus for 1 round to either all attack and damage rolls, or a bonus to Armor Class and on all saving throws	
Team Bond ~ You have been bonded to your team members in a psychic and magical ritual. You cannot betray your team. Gain Psychic (Mental Contact) usable only on fellow team members.	

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
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, 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, Goblin, Sylvan

TEMPLATES
Truename

Notes:

Character Sheet Notes: