

Saresh,

NAME		PLAYERNAME		DEITY		Neutral Good																							
Ftr5		Human		6' 3"		ALIGNMENT																							
10000		Medium		256 lbs.		VISION																							
CLASS		RACE		HEIGHT		WEIGHT																							
5		0		Male		0																							
Character Level		AGE		EYES		POINTS																							
NEXT LEVEL		GENDER		HAIR		SPEED																							
ABILITY NAME		BASE SCORE		BASE MOD		ABILITY SCORE		ABILITY MOD		TEMP SCORE		TEMP MOD		VP		72		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP		14		DAMAGE REDUCTION		SPEED	
STR		19		+4		19		+4		19		+4		Vitality		72						Wound Points		14				Walk 40 ft.	
DEX		16		+3		16		+3		16		+3		AC		19		: 16		: 19		= 10		+ 0		+ 0		+ 6	
CON		14		+2		14		+2		14		+2		TOTAL		FLAT		TOUCH		=		BASE		ARMOR BONUS		SHIELD BONUS		STAT	
INT		14		+2		14		+2		14		+2		INITIATIVE		+5		= +3		+ +2		TOTAL		DEX MODIFIER		MISC MODIFIER			
WIS		12		+1		12		+1		12		+1		BASE ATTACK		+5													
CHA		10		+0		10		+0		10		+0		bonus															
Charisma																													
SAVING THROWS		TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP		conditional modifiers													
FORTITUDE		+6		= +4		+ +2		+ +0		+ +0		+ +0																	
(constitution)																													
REFLEX		+4		= +1		+ +3		+ +0		+ +0		+ +0																	
(dexterity)																													
WILL		+2		= +1		+ +1		+ +0		+ +0		+ +0																	
(wisdom)																													
MELEE		TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP															
attack bonus		+9		=		+5		+ +4		+ +0		+ +0		+ +0															
RANGED		TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP															
attack bonus		+8		=		+5		+ +3		+ +0		+ +0		+ +0															
GRAPPLE		TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP															
attack bonus		+9		=		+5		+ +4		+ +0		+ +0		+ +0															
UNARMED		TOTAL ATTACK BONUS		DAMAGE		CRITICAL		REACH																					
		+9		1d3+4		20/x2		5 ft.																					
*: 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	8/4
✓	Appraise	INT	2	= 2	+	+
✓	Balance	DEX	5	= 3	+	2.0 +
✓	Bluff	CHA	0	= 0	+	+
✓	Climb	STR	9	= 4	+	5.0 +
✓	Concentration	CON	2	= 2	+	+
✓	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	+	+
✓	Heal	WIS	6	= 1	+	5.0 +
✓	Hide	DEX	3	= 3	+	+
✓	Initiative	DEX	5	= 3	+	2.0 +
✓	Intimidate	CHA	0	= 0	+	+
✓	Jump	STR	13	= 4	+	5.0 + 4
	Knowledge (Arcana)	INT	6	= 2	+	4.0 +
	Knowledge (Tactics)	INT	4	= 2	+	2.0 +
	Knowledge (War)	INT	4	= 2	+	2.0 +
✓	Listen	WIS	1	= 1	+	+
✓	Move Silently	DEX	3	= 3	+	+
✓	Perception	WIS	9	= 1	+	8.0 +
	Pilot	DEX	6	= 3	+	3.0 +
✓ x	Psychic (Mental Contact)	CHA	8	= 0	+	+
✓	Ride	DEX	6	= 3	+	3.0 +
✓	Sense Motive	WIS	1	= 1	+	+
✓	Spot	WIS	1	= 1	+	+
✓	Stealth	DEX	10	= 3	+	2.0 + 5
✓	Survival	WIS	5	= 1	+	4.0 +
✓	Swim	STR	10	= 4	+	6.0 +
✓	Use Computer	INT	4	= 2	+	2.0 +
✓	Use Rope	DEX	6	= 3	+	3.0 +
				=	+	+
				=	+	+
				=	+	+

✓: can be used untrained. x: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 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	
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
Power Attack	You can subtract up to 5 from all melee attack rolls and apply same to all melee damage rolls.
Speed Burst	You can take an extra move action 2 times per day
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
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LANGUAGES
Common, Draconic, Elven

TEMPLATES
Truename