

New1

NAME

Com2

CLASS

2

Character Level

1000

EXPERIENCE

3000

NEXT LEVEL

PLAYERNAME

Human

RACE

Medium

SIZE

5' 11"

HEIGHT

185 lbs.

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

Neutral Good

ALIGNMENT

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	10	+0	10	+0	10	+0
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+1

1d3

20/x2

5 ft.

*Club

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+1

1d6

TH

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

Dam

+1

-1

-3

-5

-7

1d6

1d6

1d6

1d6

1d6

Special Properties

Quarterstaff

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

B/B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+1

1d6

Special Properties

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

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

VP
Vitality

15

WP
Wound Points

10

Walk 30 ft.

AC
armor class

10

FLAT

10

TOUCH

10

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+0

=

+0

+

+0

MISC MODIFIER

BASE ATTACK

bonus

+1

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

5/2.5

MISC MODIFIER

✓ Appraise

INT

2

=

2

+

+

✓ Balance

DEX

0

=

0

+

+

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

0

=

0

+

+

✓ Concentration

CON

0

=

0

+

+

✓ Craft (Untrained)

INT

2

=

2

+

+

✓ Diplomacy

CHA

0

=

0

+

+

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

0

=

0

+

+

✓ Forgery

INT

2

=

2

+

+

✓ Gather Information

CHA

0

=

0

+

+

✓ Heal

WIS

0

=

0

+

+

✓ Hide

DEX

2

=

0

+

2.0

+

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

0

=

0

+

+

Knowledge (Hearth Wisdom)

INT

4

=

2

+

2.0

+

✓ Listen

WIS

2

=

0

+

2.0

+

✓ Move Silently

DEX

2

=

0

+

2.0

+

Profession (Farmer)

WIS

2

=

0

+

2.0

+

✓ X Psychic (Mental Contact)

CHA

5

=

0

+

+

5

✓ Ride

DEX

0

=

0

+

+

✓ Search

INT

4

=

2

+

2.0

+

✓ Sense Motive

WIS

0

=

0

+

+

✓ Spot

WIS

2

=

0

+

2.0

+

✓ Survival

WIS

0

=

0

+

+

✓ Swim

STR

0

=

0

+

+

✓ Use Rope

DEX

0

=

0

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Club	Equipped	1	3.0	0.0	
Quarterstaff	Carried	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

FEATS	
Simple Weapon Proficiency	Use simple weapons normally.

PROFICIENCIES

LANGUAGES
Common

TEMPLATES

Notes:

Character Sheet Notes: