

# Bark fodder

NAME		PLAYERNAME		DEITY		Chaotic Evil	
Hum2 Ftr3		Gnoll		0' 0"		ALIGNMENT	
CLASS		Medium		0 lbs.		Darkvision (60')	
EXPERIENCE		SIZE		HEIGHT		VISION	
5/6		Male				-1	
Character Level/ECL		AGE		EYES		POINTS	
NEXT LEVEL		GENDER		HAIR			

  

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4	18	+4
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1
<b>CON</b> Constitution	11	+0	11	+0	11	+0
<b>INT</b> Intelligence	11	+0	11	+0	11	+0
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	13	+1	13	+1	13	+1

  

<b>VP</b> Vitality	44	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		<b>WP</b> Wound Points	11	DAMAGE REDUCTION		SPEED Walk 20 ft.		
<b>AC</b> armor class	20	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE

  

<b>INITIATIVE</b> modifier	+5	TOTAL	+1	MISC MODIFIER	+4

  

<b>BASE ATTACK</b> bonus	+4
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+8	+6	+0	+0	+2	+0		
<b>REFLEX</b> (dexterity)	+4	+1	+1	+0	+2	+0		
<b>WILL</b> (wisdom)	+2	+1	+1	+0	+0	+0		

  

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+8	+4	+4	+0	+0	+0	
<b>RANGED</b> attack bonus	+5	+4	+1	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+8	+4	+4	+0	+0	+0	

  

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+4	20/x2	5 ft.

  

*Masterwork Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.

  

	To Hit	Dam	2W-P-(OH)	To Hit	Dam
1H-P	+10	1d8+4	2W-P-(OH)	+4	1d8+4
1H-O	+6	1d8+2	2W-P-(OL)	+6	1d8+4
2H	+10	1d8+6	2W-OH	+0	1d8+2

  

Special Properties

  

\*: 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
*Masterwork Splint Mail	Heavy	+6	+0	-6	40
*Shield +1 (Heavy/Metal)	Heavy	+3		-1	15

  

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+	
✓ Balance	DEX	-6	= 1	+	+	-7
✓ Bluff	CHA	3	= 1	+	2.0	+
✓ Climb	STR	-3	= 4	+	+	-7
✓ Concentration	CON	0	= 0	+	+	
✓ Craft (Untrained)	INT	0	= 0	+	+	
✓ Diplomacy	CHA	1	= 1	+	+	
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	-6	= 1	+	+	-7
✓ Forgery	INT	0	= 0	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
✓ Heal	WIS	1	= 1	+	+	
✓ Hide	DEX	-4	= 1	+	2.0	-7
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	-9	= 4	+	+	-13
✓ Listen	WIS	9	= 1	+	8.0	+
✓ Move Silently	DEX	-4	= 1	+	2.0	-7
✓ Ride	DEX	1	= 1	+	+	
✓ Search	INT	0	= 0	+	+	
✓ Sense Motive	WIS	5	= 1	+	4.0	+
✓ Spot	WIS	9	= 1	+	8.0	+
✓ Survival	WIS	1	= 1	+	+	
✓ Swim	STR	-10	= 4	+	+	-14
✓ Use Rope	DEX	1	= 1	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Longsword	Equipped	1	4.0	315.0
Masterwork Splint Mail	Equipped	1	45.0	350.0
<b>Shield +1 (Heavy/Metal)</b>	Equipped	1	15.0	1170.0
TOTAL WEIGHT CARRIED/VALUE			64 lbs.	1835.0 gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

SPECIAL ABILITIES	
Humanoids eat/sleep/breathe	

FEATS	
Great Fortitude	You get a +2 bonus on all Fortitude saving throws.
Improved Initiative	You get a +4 bonus on initiative checks.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Toughness	You gain +3 hit points.
Weapon Focus (Longsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES
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LANGUAGES
Gnoll

## Notes:

Character Sheet Notes: