

Galiviel

NAME

Ftr1

0

CLASS

1

Character Level

PLAYERNAME

Dwarf

Medium

RACE

57

AGE

Male

GENDER

DEITY

4' 1"

146 lbs.

HEIGHT

WEIGHT

EYES

HAIR

POINTS

Chaotic Good

ALIGNMENT

Darkvision (60 ft.)

VISION

86

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

18

+4

18

+4

18

+4

INT

Intelligence

10

+0

10

+0

10

+0

WIS

Wisdom

8

-1

8

-1

8

-1

CHA

Charisma

6

-2

6

-2

6

-2

HP

hit points

14

WOUNDS/CURRENT HP

AC

armor class

17

TOTAL

FLAT

14

TOUCH

13

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

25

ARCANE SPELL FAILURE

-4

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+1

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

-1

=

+0

+

-1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+4

1d3+3

20/x2

5 ft.

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4

1d4+3

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+4

+2

+0

-2

-4

Dam

1d4+3

1d4+3

1d4+3

1d4+3

1d4+3

Special Properties

\*Waraxe, Dwarven

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

20/x3

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d10+3

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

\*Scale Mail

Medium

+4

+3

-4

25

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
					RANKS	MISC MODIFIER
✓	Appraise	INT	0	= 0	+	+
✓	Balance	DEX	-1	= 3	+	+ -4
✓	Bluff	CHA	-2	= -2	+	+
✓	Climb	STR	1	= 3	+ 2.0	+ -4
✓	Concentration	CON	4	= 4	+	+
✓	Craft (Untrained)	INT	0	= 0	+	+
✓	Diplomacy	CHA	-2	= -2	+	+
✓	Disguise	CHA	-2	= -2	+	+
✓	Escape Artist	DEX	-1	= 3	+	+ -4
✓	Forgery	INT	0	= 0	+	+
✓	Gather Information	CHA	-2	= -2	+	+
✓	Heal	WIS	-1	= -1	+	+
✓	Hide	DEX	-1	= 3	+	+ -4
✓	Intimidate	CHA	0	= -2	+ 2.0	+
✓	Jump	STR	-5	= 3	+ 2.0	+ -10
✓	Listen	WIS	-1	= -1	+	+
✓	Move Silently	DEX	-1	= 3	+	+ -4
✓	Ride	DEX	3	= 3	+	+
✓	Search	INT	0	= 0	+	+
✓	Sense Motive	WIS	-1	= -1	+	+
✓	Spot	WIS	-1	= -1	+	+
✓	Survival	WIS	-1	= -1	+	+
✓	Swim	STR	-3	= 3	+ 2.0	+ -8
✓	Use Rope	DEX	3	= 3	+	+
				=	+	+
				=	+	+

✓: can be used untrained. ✕: exclusive skills. \*: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Carried	1	1.0	2.0	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Pouch (Belt)	Carried	1	0.5	1.0	
2 lbs., 1 Flint and Steel, 2 Torch, 1 Waterskin					
Scale Mail	Equipped	1	30.0	50.0	
Torch	Pouch (Belt)	2	1.0 (2.0)	0.01 (0.02)	
☐☐					
Waraxe, Dwarven	Equipped	1	8.0	30.0	
Waterskin	Pouch (Belt)	1	0.0	1.0	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			41.5	85.02	gp lbs.

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL QUALITIES	
<b>+4 Dodge bonus to Armor Class against monsters of the giant type</b>	
<b>+1 racial bonus on attack rolls against orcs and goblinoids</b>	
<b>+2 racial bonus on saving throws against poison</b>	
<b>+2 racial bonus on saving throws against spells and spell-like effects</b>	
<b>Stability</b>	
<b>Stonecunning</b>	
<b>+2 racial bonus on Appraise and Craft checks that are related to stone or metal</b>	

FEATS	
<b>Improved Initiative</b> You get a +4 bonus on initiative checks.	
<b>Weapon Focus (Waraxe (Dwarven))</b> You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Armor Proficiency (Heavy)</b> 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.	
<b>Armor Proficiency (Light)</b> 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.	
<b>Armor Proficiency (Medium)</b> 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.	
<b>Martial Weapon Proficiency</b> Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
<b>Shield Proficiency</b> You can use a shield and take only the standard penalties.	
<b>Simple Weapon Proficiency</b> You make attack rolls with simple weapons normally.	
<b>Tower Shield Proficiency</b> You can use a tower shield and suffer only the standard penalties.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, 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, Ugrish (Dwarven), Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Dwarven, Literacy	