

NAME	
Clr Gha10	0
CLASS	EXPERIENCE
10	55000
Character Level	NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	25	+7	25	+7	25	+7
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	16	+3	16	+3	16	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	= +7	+ +2	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+8	= +7	+ +1	+ +0	+ +0	+ +0		
WILL (wisdom)	+10	= +7	+ +3	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12	=	+10/+5	+7	+0	+0	+0	
RANGED attack bonus	+11/+6	=	+10/+5	+1	+0	+0	+0	
GRAPPLE attack bonus	+17/+12	=	+10/+5	+7	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12	1d3+7	20/x2

*Greatsword +4 (Holy)			Current Hand	Type	Size	Critical
			Both	S	M	19-20/x2
	To Hit	Dam		To Hit		Dam
1H-P	N/A	N/A	2W-P-(OH)	N/A		N/A
1H-O	N/A	N/A	2W-P-(OL)	N/A		N/A
2H	+21/+16	2d6+14	2W-OH	N/A		N/A
Special Properties	good-aligned, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder					

*Light Ray				Current Hand	Type	Size	Critical
				Primary	P	M	20/x2
To Hit	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
	+11/+11	+9/+9	+7/+7	+5/+5	+3/+3		
Dam	2d12	2d12	2d12	2d12	2d12		
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
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DEITY	
0' 0"	0 lbs.
HEIGHT	WEIGHT
EYES	HAIR

ALIGNMENT
Darkvision (60')
VISION
0
POINTS

VP Vitality	82	WOUNDS/CURRENT HP			SUBDUAL DAMAGE				WP Wound Points	15	DAMAGE REDUCTION 10/Evil and Cold Iron		SPEED Walk 50 ft., Fly 150 ft.														
AC armor class	25	:	24	:	11	=	10	+	0	+	0	+	1	+	0	+	14	+	0			0	+	0		21	
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL PENALTY		ARMOR CHECK PENALTY		SPELL RESIST

INITIATIVE
modifier

+5 = +1 + +4
TOTAL DEX MISC
MODIFIER MODIFIER

BASE ATTACK
bonus

+10/+5

Skill Name		SKILLS						13/6.5
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier		
✓	Appraise	INT	3	=	3	+	+	
✓	Balance	DEX	1	=	1	+	+	
✓	Bluff	CHA	3	=	3	+	+	
✓	Climb	STR	7	=	7	+	+	
✓	Concentration	CON	2	=	2	+	+	
✓	Craft (Untrained)	INT	3	=	3	+	+	
✓	Diplomacy	CHA	16	=	3	+ 13.0	+	
✓	Disguise	CHA	3	=	3	+	+	
✓	Escape Artist	DEX	14	=	1	+ 13.0	+	
✓	Forgery	INT	3	=	3	+	+	
✓	Gather Information	CHA	3	=	3	+	+	
	Handle Animal	CHA	16	=	3	+ 13.0	+	
✓	Heal	WIS	8	=	3	+ 5.0	+	
✓	Intimidate	CHA	3	=	3	+	+	
✓	Jump	STR	15	=	7	+	+ 8	
	Knowledge (Arcana)	INT	16	=	3	+ 13.0	+	
	Knowledge (Psychic)	INT	11	=	3	+ 8.0	+	
	Knowledge (Religion)	INT	16	=	3	+ 13.0	+	
	Knowledge (The Planes)	INT	16	=	3	+ 13.0	+	
✓	Listen	WIS	18	=	3	+ 13.0	+ 2	
	Open Lock	DEX	7	=	1	+ 6.0	+	
✓	Ride	DEX	16	=	1	+ 13.0	+ 2	
✓	Search	INT	3	=	3	+	+	
✓	Sense Motive	WIS	3	=	3	+	+	
✓	Sneak	DEX	7	=	1	+ 6.0	+	
✓	Sneak (Hide)	DEX	7	=	1	+ 6.0	+	
	Spellcraft	INT	6	=	3	+ 1.0	+ 2	
✓	Spot	WIS	18	=	3	+ 13.0	+ 2	
✓	Survival	WIS	3	=	3	+	+	
✓	Swim	STR	7	=	7	+	+	
✓	Use Rope	DEX	1	=	1	+	+	
				=		+	+	
						+	+	

✓: can be used untrained. x: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Greatsword +4 (Holy) <small>good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder</small>	Equipped	1	8.0	72350.0
Light Ray	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			8 lbs.	72350.0 gp

WEIGHT ALLOWANCE					
Light	266	Medium	533	Heavy	800
Lift over head	800	Lift off ground	1600	Push / Drag	4000

SPECIAL ABILITIES	
Alternate Form (Su)	
Cold (Ex)	
Cold Resistance 10 (Ex)	
Damage Reduction (Su)	
Fire Resistance 10 (Ex)	
Immunity to Electricity (Ex)	
Petrification (Su)	
Spell Resistance (Ex)	
Tongues (Su)	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Combat Expertise	When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Expertise	Trade attack bonus for AC (maximum 5 points)
Improved Disarm	You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Trip	You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.

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, Light Ray, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsppear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Celestial, Draconic, Infernal

Notes:

Character Sheet Notes: