

Gargen Ormek

NAME

Point14

105000

CLASS

EXPERIENCE

14/15

120000

Character Level/ECL

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	23	+6	23	+6	23	+6
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	18	+4	18	+4	18	+4
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	10	+0	10	+0	10	+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

*Bonecrusher

HAND

TYPE

SIZE

CRITICAL

REACH

2H

To Hit

Dam

2W-OH

To Hit

Dam

Special Properties

(Greataxe)

*: 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

*Breast Plate +4

TYPE

Light

AC

+9

MAXDEX

+5

CHECK

-1

SPELL FAILURE

15

30hp/inch and 15 hardness

*Cosmic Belt

+6

+0

0

Matt Keffer

PLAYERNAME

Firbolg

Medium

7' 3"

270 lbs.

RACE

SIZE

HEIGHT

WEIGHT

25

Male

Brown

Black,

AGE

GENDER

EYES

HAIR

HP

hit points

182

WOUNDS/CURRENT HP

AC

armor class

26

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

+1

MISC MODIFIER

+0

BASE ATTACK

bonus

+14/+9/+4

DEITY

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50 ft., %list 30 ft.

HP

hit points

182

WOUNDS/CURRENT HP

AC

armor class

26

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5
✓ Acrobatics	DEX	0	=	1	+	-1
✓ Appraise	INT	2	=	2	+	+
✓ Athletics	STR	15	=	6	+10.0	-1
✓ Craft (Untrained)	INT	2	=	2	+	+
✓ Craft (Weaponsmithing)	INT	17	=	2	+15.0	+
✓ Deception	CHA	0	=	0	+	+
✓ Endurance	CON	3	=	4	+	-1
✓ Gather Information	CHA	2	=	0	+	2
✓ Heal	WIS	0	=	0	+	+
✓ Knowledge (Local)	INT	12	=	2	+10.0	+
✓ Perception	WIS	0	=	0	+	+
✓ Persuasion	CHA	12	=	0	+12.0	+
✓ Ride	DEX	1	=	1	+	+
✓ Sense Motive	WIS	0	=	0	+	+
✓ Stealth	DEX	0	=	1	+	-1
✓ Survival	WIS	0	=	0	+	+
✓ Thievery	DEX	1	=	1	+	+
✓ Use Rope	DEX	1	=	1	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bonecrusher (Greataxe)	Equipped	1	24.0	20.0
Cosmic Belt	Equipped	1	0.0	50000.0
Breast Plate +4 30hp/inch and 15 hardness	Equipped	1	15.0	20200.0
TOTAL WEIGHT CARRIED/VALUE			39 lbs.	70220.0 gp

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

DISADVANTAGES
Dependent There is something you just have to have to function effectively. You could be addicted to a drug, rely on a special talisman, require constant support and encouragement, or simply be so confused that you need someone to tell you what to do. Unless there's a specific effect involved this defaults to a -3 penalty on your rolls.
History The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.
Obligations You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

SPECIAL ATTACKS
Imbuement Once taken, the user defines this for a specific weapon type or for unarmed attacks. Weapons gain a +(level/4) enhancement bonus to hit and damage. This does not stack with a magic weapon's bonuses.
Imbuement ~ Focused (+6 CP) allow the user to change #plusses# into specific magic weapon powers. Once spent on a specific power (such as Holy or Shocking Burst), the user may not reclaim the #plusses.# You may also count your weapon as any given special material for a plus.
Imbuement ~ Improved (+6 CP) reduces the divisor for the weapon formula to 3 and to the unarmed formula to 5. The weapon formula becomes +(level/3) and the unarmedformula +(level/5).
Imbuement ~ Versatile (+6 CP) requires the Focused upgrade and allows characters to reclaim and reallocate #plusses# given 8 hours to rest.
Warcraft +14 BAB

SPECIAL QUALITIES
Armor Proficiency (Heavy) Proficient with Heavy Armors
Armor Proficiency (Light) Proficient with Light Armors
Armor Proficiency (Medium) Proficient with Medium Armors
Berserker (6 CP). The Berserker ability grants extreme but short-lived bonuses. The user normally gains +4 to two attributes, +2 to a saving throw or AC, and -2 to another attribute, save, or AC for (3+Con Mod) rounds 1/day. The user gains another berserk session per day per 3 character levels or part thereof. The user becomes fatigued after using Berserker. GM's should note that the character may not generally do anything else but a specified, focused task or similar stunt. For the classic barbarian rage, the character can do little except immediate, physical skills and tasks, mostly meaning combat. Note that the guidelines on where the bonuses should go are not meant as absolute rules; let a character picksomething appropriate. AC, damage bonuses, to-hit bonuses, Caster Level, or even turning might all be acceptable choices depending on the character. The bonuses must simply total +8 (the character may apply a -2 penalty somewhere to add an additional +2).
Berserker ~ Enduring (+3 CP) removes the fatigue after the berserker session. This is often combined with Corrupted Bonus Uses (only to extend the duration).
Berserker ~ Odinnight (+3 CP) requires Odinpowers and usually increases the bonuses to +8, +8 and +4. The total increases to +18.
Berserker ~ Odinpowers (+3 CP) usually increases the bonuses to +6, +6 and +3 respectively. The total increases to +13.
Celerity (Walk) (6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.
Celerity ~ Improved (Walk) adds +10' more movement per 3 CP invested.
Duties (+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.
Expertise (6 CP). A character with Expertise selects two related abilities, attributes, or other scores. He or she may reduce one of the selected abilities' bonuses at any time by up to -5 to add a equal amount to the other bonus. Usually, characters take this for Warcraft (BAB) and AC or damage, but many other combinations exist.
Improved Critical (Greataxe)
Improved Critical ~ Lethal (Greataxe) (+6 CP) increases the critical multiplier by +1.
Save ~ Fortitude (, , , , , , , ,) Increases the Fortitude Save by +12
Save ~ Reflex (, , , ,) Increases the Reflex Save by +6
Save ~ Will (, , , ,) Increases the Will Save by +6
Self Development
Self Development ~ Improved
Stoic
Stoic ~ Ferocity
Trick
Weapon Prof ~ All Simple and Martial Weapons Grants Proficiency with all simple and martial weapons.

FEATS
Feat Conversion to CP ~ 6 (, , , , , , ,) Covert regular feat to six Character Points

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Giant

TEMPLATES

Notes:

Character Sheet Notes: