

Newman,

NAME
Com1
CLASS
1
Character Level

0
EXPERIENCE
1000
NEXT LEVEL

PLAYERNAME
Human
RACE
16
AGE

Medium
SIZE
Other
GENDER

DEITY
5' 6"
HEIGHT
Blue
EYES

156 lbs.
WEIGHT
Blond,
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	12	+1	12	+1	12	+1
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	14	+2	14	+2	14	+2

VP Vitality	13	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP Wound Points	12	DAMAGE REDUCTION		SPEED Walk 30 ft.		
AC armor class	11	TOTAL	FLAT	TOUCH	=	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC
							0	0	1	0	0	0

INITIATIVE modifier	+1	=	+1	+0	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+0						

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

MELEE attack bonus	TOTAL	=	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+0	=	+0	+0	+0	+0	+0	
RANGED attack bonus	+1	=	+0	+1	+0	+0	+0	
GRAPPLE attack bonus	+0	=	+0	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d3	20/x2	5 ft.

*Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+0	1d6	2W-P-(OH)		1d6	
1H-O	-4	1d6	2W-P-(OL)		1d6	
2H	+0	1d6	2W-OH		1d6	
	10 ft.	20 ft.	30 ft.		40 ft.	50 ft.
TH	+1	-1	-3		-5	-7
Dam	1d6	1d6	1d6		1d6	1d6

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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
				RANKS		MISC MODIFIER
✓	Appraise	INT	2	= 2	+	+
✓	Balance	DEX	1	= 1	+	+
✓	Bluff	CHA	2	= 2	+	+
✓	Climb	STR	0	= 0	+	+
✓	Concentration	CON	1	= 1	+	+
✓	Craft (Untrained)	INT	2	= 2	+	+
✓	Diplomacy	CHA	2	= 2	+	+
✓	Disguise	CHA	2	= 2	+	+
✓	Escape Artist	DEX	1	= 1	+	+
✓	Forgery	INT	2	= 2	+	+
✓	Gather Information	CHA	2	= 2	+	+
✓	Heal	WIS	3	= 3	+	+
✓	Hide	DEX	1	= 1	+	+
✓	Initiative	DEX	1	= 1	+	+
✓	Intimidate	CHA	2	= 2	+	+
✓	Jump	STR	0	= 0	+	+
✓	Listen	WIS	3	= 3	+	+
✓	Move Silently	DEX	1	= 1	+	+
✓	Perception	WIS	5	= 3	+	2.0 +
✓	Psychic (Mental Contact)	CHA	6	= 2	+	+
✓	Ride	DEX	1	= 1	+	+
✓	Sense Motive	WIS	3	= 3	+	+
✓	Spot	WIS	3	= 3	+	+
✓	Stealth	DEX	3	= 1	+	2.0 +
✓	Survival	WIS	3	= 3	+	+
✓	Swim	STR	0	= 0	+	+
✓	Use Computer	INT	2	= 2	+	+
✓	Use Rope	DEX	1	= 1	+	+
				=	+	+
				=	+	+

✓/: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Club	Equipped	1	3.0	0.0	
Peasant's Outfit	Equipped	1	2.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			3 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	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common	

TEMPLATES	
-----------	--

Notes:

Character Sheet Notes: