New1

NAME	Pilo10
CLASS	10

Field	Value	Field	Value
NAME	Pilo10	EXPERIENCE	45000
CLASS	10	NEXT LEVEL	55000
Character Level			

Field	Value
PLAYERNAME	Dunkars
RACE	0
AGE	0
SIZE	Medium
GENDER	Male

Field	Value
DEITY	
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYES	
HAIR	,

Field	Value
ALIGNMENT	
VISION	
POINTS	72

Abilities

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	12	+1	12	+1	12	+1
CHA Charisma	12	+1	12	+1	12	+1

HP hit points: 59

AC armor class: 21 : 20 : 21 = 10 BASE + 0 ARMOR BONUS + 0 SHIELD BONUS + 1 STAT + 0 SIZE + 0 NATURAL + 10 MISC

MISS CHANCE: 0
ARCANE SPELL FAILURE: 0
ARMOR CHECK PENALTY: +0
SPELL RESIST: 0

SPEED: Walk 30 ft.

INITIATIVE modifier: +1 = +1 DEX MODIFIER + +0 MISC MODIFIER (TOTAL)

BASE ATTACK bonus: +7/+2

Saving Throws

	TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP
FORTITUDE (constitution)	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+	
REFLEX (dexterity)	+8	=	+7	+	+1	+	+0	+	+0	+	+0	+	
WILL (wisdom)	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+	

conditional modifiers

Attacks

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+7/+2	=	+7/+2	+	+0	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+8/+3	=	+7/+2	+	+1	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+7/+2	=	+7/+2	+	+0	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3/-2	1d3	20/x2	5 ft.

*: 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

SKILLS

MAX RANKS 13/6.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
✓	Balance	DEX	1	=	1	+		+	
✓	Bluff	CHA	1	=	1	+		+	
✓	Climb	STR	0	=	0	+		+	
✓	Computer Use	INT	2	=	2	+		+	
✓	Concentration	CON	1	=	1	+		+	
✓	Craft (Structural)	INT	2	=	2	+		+	
✓	Craft (Visual Art)	INT	2	=	2	+		+	
✓	Craft (Writing)	INT	2	=	2	+		+	
✓	Diplomacy	CHA	1	=	1	+		+	
✓	Disguise	CHA	1	=	1	+		+	
✓	Drive	DEX	1	=	1	+		+	
✓	Escape Artist	DEX	1	=	1	+		+	
✓	Forgery	INT	2	=	2	+		+	
✓	Gamble	WIS	1	=	1	+		+	
✓	Gather Information	CHA	1	=	1	+		+	
✓	Hide	DEX	1	=	1	+		+	
✓	Intimidate	CHA	1	=	1	+		+	
✓	Jump	STR	0	=	0	+		+	
✓	Listen	WIS	1	=	1	+		+	
✓	Move Silently	DEX	1	=	1	+		+	
✓	Navigate	INT	2	=	2	+		+	
✓	Perform (Act)	CHA	1	=	1	+		+	
✓	Perform (Dance)	CHA	1	=	1	+		+	
✓	Perform (Keyboards)	CHA	1	=	1	+		+	
✓	Perform (Percussion Instruments)	CHA	1	=	1	+		+	
✓	Perform (Sing)	CHA	1	=	1	+		+	
✓	Perform (Stand-Up)	CHA	1	=	1	+		+	
✓	Perform (Stringed Instruments)	CHA	1	=	1	+		+	
✓	Perform (Wind Instruments)	CHA	1	=	1	+		+	
✓	Profession	WIS	1	=	1	+		+	
✓	Research	INT	2	=	2	+		+	
✓	Ride	DEX	1	=	1	+		+	
✓	Search	INT	2	=	2	+		+	
✓	Sense Motive	WIS	1	=	1	+		+	
✓	Spot	WIS	1	=	1	+		+	
✓	Survival	WIS	1	=	1	+		+	
✓	Swim	STR	0	=	0	+		+	
✓	Treat Injury	WIS	1	=	1	+		+	
				=		+		+	
				=		+		+	

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

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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE

Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ABILITIES

Defender of the Universe

Keep it Together

To the Max

PROFICIENCIES

LANGUAGES

Dunkar, Klingon

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