

Saresh,

NAME

Ftr6

15000

CLASS

6

Character Level

EXPERIENCE

21000

NEXT LEVEL

PLAYERNAME

Human

Medium

RACE

0

Male

AGE

0

Male

GENDER

0

Male

EYES

0

Male

HAIR

DEITY

6' 3"

256 lbs.

HEIGHT

WEIGHT

VISION

0

POINTS

ALIGNMENT

Neutral Good

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

19

+4

19

+4

19

+4

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

10

+0

10

+0

10

+0

VP

Vitality

82

AC

armor class

20

INITIATIVE

modifier

+6

BASE ATTACK

bonus

+6/+1

WOUNDS/CURRENT HP

82

FLAT

17

TOUCH

20

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL

0

MISC

7

MISS CHANCE

WP

Wound Points

14

SIZE

0

NATURAL

0

MISC

7

MISS CHANCE

DAMAGE REDUCTION

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SPEED

Walk 40 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+10/+5

1d3+4

20/x2

5 ft.

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

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

9/4.5

MISC MODIFIER

✓ Appraise

INT

2

=

2

+

+

✓ Balance

DEX

6

=

3

+

3.0

+

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

10

=

4

+

6.0

+

✓ Concentration

CON

2

=

2

+

+

✓ Craft (Untrained)

INT

2

=

2

+

+

✓ Diplomacy

CHA

0

=

0

+

+

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

3

=

3

+

+

✓ Forgery

INT

2

=

2

+

+

✓ Gather Information

CHA

0

=

0

+

+

✓ Heal

WIS

6

=

1

+

5.0

+

✓ Hide

DEX

3

=

3

+

+

✓ Initiative

DEX

6

=

3

+

3.0

+

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

13

=

4

+

5.0

+

4

Knowledge (Arcana)

INT

6

=

2

+

4.0

+

Knowledge (Tactics)

INT

4

=

2

+

2.0

+

Knowledge (War)

INT

4

=

2

+

2.0

+

✓ Listen

WIS

1

=

1

+

+

✓ Move Silently

DEX

3

=

3

+

+

✓ Perception

WIS

10

=

1

+

9.0

+

Pilot

DEX

7

=

3

+

4.0

+

✓ x Psychic (Mental Contact)

CHA

9

=

0

+

+

9

✓ Ride

DEX

6

=

3

+

3.0

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

1

=

1

+

+

✓ Stealth

DEX

12

=

3

+

4.0

+

5

✓ Survival

WIS

5

=

1

+

4.0

+

✓ Swim

STR

10

=

4

+

6.0

+

✓ Use Computer

INT

5

=

2

+

3.0

+

✓ Use Rope

DEX

6

=

3

+

3.0

+

=

+

+

=

+

+

✓: can be used untrained. x: exclusive skills

Jan 16, 2008 2:33:29 AM

Created using PCGen 5.13.7

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoo.com with "OS Suggestion" in the subject line.

Page 1

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

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

SPECIAL ABILITIES	
Height of battle 2/day	
Team Bond ~ You have been bonded to your team members in a psychic and magical ritual. You cannot betray your team. Gain Psychic (Mental Contact) usable only on fellow team members.	

FEATS	
Cleave	Take immediate, extra melee attack if you drop opponent.
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.
Fleet of Foot	+10 feet bonus to ground speed
Power Attack	You can subtract up to 6 from all melee attack rolls and apply same to all melee damage rolls.
Speed Burst	You can take an extra move action 3 times per day
Sword Wind	Gain one extra attack at full attack bonus; all attacks are at -3.
Weapon Focus (Greatsword)	+1 bonus on all attack rolls with selected weapon.
Weapon Specialization (Greatsword)	+2 bonus on all damage rolls with selected weapon.
Your Sword With Power	When wielding a magical melee weapon, you may use that weapon to fire a magical force bolt as an attack action. In effect, your melee weapon can be used as a ranged weapon with a range increment of 30ft., using the normal rules for ranged weapons. Apply the weapon's magical enhancement as normal, but do not apply your Strength modifier or any bonuses or magical abilities which can only apply to melee weapons (such as Vorpal). You can only use this ability when your current hit point total is equal to at least fifty percent of your maximum.
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Tower Shield Proficiency	You can use a tower shield.

PROFICIENCIES

LANGUAGES
Common, Draconic, Elven

TEMPLATES
Truename