Character: Otto Pollmächer Level: 1 Race: Human													
Class: Fighter Alignment: TN Religion: Bahamut Homeland: HOME Gender:Male													
Age: 69 Height: 4'20 Weight: 420 Hair: BALD Eyes: NONE Appearance: UGLY Reaction Adj.: 0													
STR 11	Hit Prob: 0	DMG .	Adj.: 0	Enc	:: 4	0 M	lax Pres	s: 115	Оре	n Door: 6	B.B./L	.G.:2%	
DEX 11	Reaction Adj. 0 Missile Attack Adj. 0 Defensive Adj. 0												
CON 13	HP Adj.:0 System Shock: 85% Rez Survival: 90% Poison Save: 0 Regeneration: nil										nil		
INT 13	Languages: 3 Spell Level: 6th Chance to Learn: 55% Max Spells: 9 Illusion Immune: -												
WIS 17	Magic Def. Adj.:+	3		Bonus	Bonus Spells: 2/2/1 Spell Fail: 0% Spell						Spell Im	mune: -	
CHA 7	Max Hench: 3 Loyalty Base: -2 Reaction Adj.: -1												
HP	6 Armour	Weig	ght: 28	Unencumbered: 12 Speed Atl						Adj. Dmg Adj. AC Adj			
AC	r	Light: (38) 9 Jog X2 0 0								latfoot			
		Hea	avy:	(76) 3 Run X4 +4			+1 +3					
Flatfoot 6 Buckler Severe: (95) 1 Sprint X5 +8 +2 +5 Weapons													
Name			RoF	Atk A	.di.	Dmg Adj.	Dama	ge	Ra	inge	Туре	Speed	Weight
Scourge			М	Str		Str	1D4/1D2			elee	S	5	2
Matchlock F													
Blowgun			2	Dex		0	Ammunition		10/20/30		N/A	5	2
Shortbow	2	Dex		0	Ammunition		Ammunition		N/A	7	2		
Saving Throws Pla			ıtinum:	0 Item:			Qty. Wgt. Item			Item:	Qty. Wgt.		Wgt.
Paralyze/Poison 14 Go			ld:	6	Ch	alk 1 0		.1 Perfume			1 0.1		
Rod, Staff or Wand 16 Silv			ver:	. 4 Wax			1 1			Torch 1 1			<u>1</u>
			pper: 2 <u>Sm</u>			nall Wallet 1 0.		.5 Fishing Net			1 5		
I			eight 420 <u>Bro</u>			onze Mirror 1 0		.1 Sewing Needle		edle	1	<u>0.</u> 01	
•	Spell 14			Light Chain			3 3 Large Walle			et	1	<u>1</u>	
Macabre	0												
Proficiencies Special Abilities													
Scourge	Fire-Building Wis-1				.								
Matchlock F	PISTOI						.						
Blowgun													
Shortbow													
Language (Faustic)													
Navigation Int-2							.]]						
Gunnery Int-2													
Rope Use Dex Artistic Ability {} Wis													
Language ({}) Int													

Spells Per Day	