

CHARACTER NAME	
Bbn/CoG	Human
CLASS	RACE
13/4	Humanoid (human)
LEVEL	TYPE

PLAYER NAME		
Medium	Female	CG
SIZE	GENDER	ALIGNMENT
23	5"5/5'7	113
AGE	HEIGHT	WEIGHT

REGION	Gorrum	
DEITY	Brown	Brown
EYES		HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	WOUNDS				NON-LETHAL DAMAGE				SPEED										
STR STRENGTH	34	+12			HP HIT POINTS	245									30 ft/x4									
DEX DEXTERITY	14	+2			AC ARMOR CLASS	20	=	10	+	8	+	0	+	2	+	0	+	2	+	2	+	-4	-3	3/-
						TOTAL				ARMOR	SHIELD	DEX	SIZE	NATURAL	DEFLECT	MISC.	ARMOR						DAMAGE REDUCTION	
										POINTS	POINTS	MODIFIER	MODIFIER			POINTS	CLASS							

CONSTITUTION	24	+7				
INT INTELLIGENCE	10	+0				
WIS WISDOM	12	+1				
CHA CHARISMA	6	-2				

TOUCH

ARMOR CLASS

10

FLAT-FOOTED

ARMOR CLASS

20

INITIATIVE

+2

=

2

+

0

TOTAL

DEX MODIFIER

MISC. BONUS

BASE ATTACK

+17/+12/+7/+2

SAVING THROWS		TOTAL		BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER	CONDITIONAL MODIFIERS	
FORTITUDE CONSTITUTION	+22	=	12	+	7	+	3	+	
REFLEX DEXTERITY	+10	=	5	+	2	+	3	+	
WILL WISDOM	+12	=	5	+	1	+	6	+	
GRAPPLE MODIFIER	+29	=	17	+	12	+	0	+	0
	TOTAL		BASE ATTACK		STR MODIFIER		SIZE MODIFIER		MISC. BONUS
SPELL RESISTANCE	0		ARCANE SPELL FAILURE					ACTION POINTS	

	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
MELEE ATTACK BONUS	+29/+24/+19/+14	17	12	0	0	
RANGED ATTACK BONUS	+19/+14/+9/+4	17	2	0	0	

ATTACK 1			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
+2 Adamantine falchion			+32/+27/+22/+17		2d4+20	18-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
0 ft	8 lb	S	Medium	Two-handed		

AMMUNITION				
ATTACK 2			TOTAL ATTACK BONUS	
GMW lucerne hammer			DAMAGE	CRITICAL
			+30/+25/+20/+15	2d4+19
20/x4				
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	10 lb	P	Medium	Two-handed

ATTACK 3			AMMUNITION		
			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Ovinrbaane (+3)			+32/+27/+22/+17	2d6+21	17-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
0 ft	8 lb	S	Medium	Wounding, freedom of movement, dispell magic	

ATTACK 4					AMMUNITION		
TOTAL ATTACK BONUS				DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

ATTACK 5					AMMUNITION	
			TOTAL ATTACK BONUS	DAMAGE		CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

AMMUNITION				
ATTACK 6		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

CLASS SKILLS	SKILLS				MAX. RANKS:			
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+ MISC. BONUS
	Appraise ¹	INT	0	=	0	+	0	+ 0
	Balance ¹	DEX*	1	=	2	+	0	+ -1
	Bluff ¹	CHA	-2	=	-2	+	0	+ 0
x	Climb ¹	STR*	16	=	12	+	7	+ -3
	Concentration ¹	CON	7	=	7	+	0	+ 0
x	Craft skills... ¹	INT	0	=	0	+	0	+ 0
	Diplomacy ¹	CHA	0	=	-2	+	0	+ 2
	Disguise ¹	CHA	-2	=	-2	+	0	+ 0
	Escape Artist ¹	DEX*	-1	=	2	+	0	+ -3
	Forgery ¹	INT	0	=	0	+	0	+ 0
	Gather Information ¹	CHA	-2	=	-2	+	0	+ 0
	Heal ¹	WIS	1	=	1	+	0	+ 0
	Hide ¹	DEX*	-1	=	2	+	0	+ -3
x	Intimidate ¹	CHA	17	=	-2	+	19	+ 0
x	Jump ¹	STR*	24	=	12	+	13	+ -1
	Knowledge (nature)	INT	7	=	0	+	5	+ 2
	Knowledge (nobility)	INT	6	=	0	+	6	+ 0
	Knowledge (literacy)	INT	1	=	0	+	1	+ 0
	Knowledge (elven)	INT	1	=	0	+	1	+ 0
x	Listen ¹	WIS	21	=	1	+	20	+ 0
	Move Silently ¹	DEX*	-1	=	2	+	0	+ -3
	Perform skills ... ¹	CHA	-2	=	-2	+	0	+ 0
	Perform (string instruments)	CHA	11	=	-2	+	13	+ 0
	Profession (Soldier)	WIS	3	=	1	+	2	+ 0
x	Ride ¹	DEX	2	=	2	+	0	+ 0
	Search ¹	INT	0	=	0	+	0	+ 0
	Sense Motive ¹	WIS	1	=	1	+	0	+ 0
	Spot ¹	WIS	1	=	1	+	0	+ 0
x	Survival ¹	WIS	21	=	1	+	20	+ 0
x	Swim ¹	STR**	6	=	12	+	0	+ -6
	Tumble	DEX*	17	=	2	+	16	+ -1
	Use Rope ¹	DEX	2	=	2	+	0	+ 0

¹ This skill can be used even if the character has zero skill ranks.
 ✕ This skill is a class skill for at least one of your classes.
 * Armor check penalty, if any, applies. ** Double the armor check penalty.