

CHARACTER NAME	Bbn/CoG	Human
CLASS	13/3	RACE
LEVEL		Humanoid (human)
		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	235		30 ft/x4																																																					
DEX DEXTERITY	14	+2			AC ARMOR CLASS	20 = 10 + 8 + 0 + 2 + 0 + 2 + 2 + -4 + -3	3/-																																																						
CON CONSTITUTION	24	+7				TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT BONUS	MISC. BONUS	ARMOR CHECK PENALTY	DAMAGE REDUCTION																																														
INT INTELLIGENCE	10	+0			TOUCH ARMOR CLASS	10	FLAT-FOOTED ARMOR CLASS	20	SKILLS							MAX RANKS:																																													
WIS WISDOM	12	+1			INITIATIVE	+2 = 2 + 0	<table border="1"> <thead> <tr> <th>SKILL NAME</th><th>KEY ABILITY</th><th>SKILL MODIFIER</th><th>=</th><th>ABILITY MODIFIER</th><th>+</th><th>RANKS</th><th>+</th><th>MISC. BONUS</th></tr> </thead> <tbody> <tr> <td>Appraise¹</td><td>INT</td><td>0</td><td>=</td><td>0</td><td>+</td><td>0</td><td>+</td><td>0</td></tr> <tr> <td>Balance¹</td><td>DEX*</td><td>1</td><td>=</td><td>2</td><td>+</td><td>0</td><td>+</td><td>-1</td></tr> <tr> <td>Bluff¹</td><td>CHA</td><td>-2</td><td>=</td><td>-2</td><td>+</td><td>0</td><td>+</td><td>0</td></tr> <tr> <td>x Climb¹</td><td>STR*</td><td>16</td><td>=</td><td>12</td><td>+</td><td>7</td><td>+</td><td>-3</td></tr> </tbody> </table>							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			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS																																																					
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x Climb ¹	STR*	16	=	12	+	7	+	-3																																																					
CHA CHARISMA	6	-2			BASE ATTACK	+16/+11/+6/+1																																																							

SAVING THROWS		TOTAL	BASE SAVE	+	ABILITY MODIFIER	+	MISC. BONUS	+	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+21	=	11	+	7	+	3	+	
REFLEX DEXTERITY	+10	=	5	+	2	+	3	+	
WILL WISDOM	+12	=	5	+	1	+	6	+	
GRAPPLE MODIFIER	+28	=	16	+	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	+28/+23/+18/+13	16	12	0	0	
RANGED ATTACK BONUS	+18/+13/+8/+3	16	2	0	0	

ATTACK 1			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
+2 Adamantine falchion			+31/+26/+21/+16		2d4+20	18-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
0 ft	8 lb	S	Medium	Two-handed		

ATTACK 2				AMMUNITION					
TOTAL ATTACK BONUS				DAMAGE		CRITICAL			
GMW lucerne hammer				+29/+24/+19/+14		2d4+19		20/x4	
RANGE		WEIGHT		TYPE		SIZE		SPECIAL PROPERTIES	
0 ft		10 lb		P		Medium		Two-handed	

ATTACK 3			AMMUNITION	
Ovinrbaane (+3)			TOTAL ATTACK BONUS	DAMAGE
				CRITICAL
			+31/+26/+21/+16	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

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

AMMUNITION

CHARACTER	SKILLS		MAX. RANKS:					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	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	16	= -2	+	18	+	0
x	Jump ¹	STR*	23	= 12	+	12	+	-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	20	= 1	+	19	+	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
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	20	= 1	+	19	+	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.

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES

Champion of Gorum voorstel spell list:

1st: bless, bless weapon, inflict light wounds, resurgence, detect undead, divine favor, divine sacrifice, endure elements, enlarge person, magic weapon, protection from law, lesser confusion, remove fear, resistance, virtue

2nd: bull's strength, warding weapon, bear's endurance, spiritual weapon, shatter, resist energy, align weapon (chaos), warcry

3rd: displacement, inflict moderate wounds, barkskin (iron plated skin), mass resurgence, fell the greatest foe, magic circle against law, prayer, vampiric touch, rage, earth hammer

4th anarchic storm (as axiomatic storm), inflict serious wounds, divine power, dispel law, freedom of movement, fire in the blood, summon nature's ally 4 (rhino), chaos hammer, spell immunity

ADDITIONAL NOTES

[illegible]