

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
STR STRENGTH	26	+8		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	10	+0		
WIS WISDOM	12	+1		
CHA CHARISMA	6	-2		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
HP HIT POINTS	171		30 ft/x4

AC	ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT BONUS	MISC BONUS	ARMOR CHECK PENALTY	DAMAGE REDUCTION	
AC	ARMOR CLASS	24	10	8	0	2	0	2	2	0	-3	3/-

TOUCH	ARMOR CLASS	FLAT-FOOTED	ARMOR CLASS	TOTAL	DEX MODIFIER	MISC. BONUS	
TOUCH	ARMOR CLASS	14	FLAT-FOOTED	ARMOR CLASS	24	2	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC. BONUS
INITIATIVE	+2	2	0

BASE ATTACK	TOTAL	DEX MODIFIER	MISC. BONUS
BASE ATTACK	+16/+11/+6/+1		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:					
			=	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
× Climb ¹	STR*	12	=	8	+	7	+	-3

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER	CONDITIONAL MODIFIERS	
FORTITUDE CONSTITUTION	+17	= 11	+ 3	+ 3	+ 			
REFLEX DEXTERITY	+10	= 5	+ 2	+ 3	+ 			
WILL WISDOM	+9	= 5	+ 1	+ 3	+ 			
GRAPPLE MODIFIER	+24	= 16	+ 8	+ 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	+24/+19/+14/+9	16	8	0	0	
RANGED ATTACK BONUS	+18/+13/+8/+3	16	2	0	0	

ATTACK 1			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
+2 Adamantine falchion			+27/+22/+17/+12		2d4+14	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			+25/+20/+15/+10	2d4+13	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
			+27/+22/+17/+12	2d6+15
				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

[illegible]

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]