

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

PLAYER NAME		
Large	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	36	+13		
DEX DEXTERITY	12	+1		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED						
HP HIT POINTS	245		30 ft/x4						
AC ARMOR CLASS	18 = 10 + 8 + 0 + 1 + -1 + 2 + 2 + -4	-3	3/-						
TOTAL	ARMOR	SHIELD	DEX	SIZE	NATURAL	DEFLECT	MISC.	ARMOR	DAMAGE REDUCTION

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

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER	CONDITIONAL MODIFIERS	
FORTITUDE CONSTITUTION	+22	=	12	+	7	+	3	
REFLEX DEXTERITY	+9	=	5	+	1	+	3	
WILL WISDOM	+12	=	5	+	1	+	6	
GRAPPLE MODIFIER	+34	=	17	+	13	+	4	
	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	13	-1	0	
RANGED ATTACK BONUS	+17/+12/+7/+2	17	1	-1	0	

ATTACK 1			TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+2 Adamantine falchion			+32/+27/+22/+17		2d6+21		18-20/x2	
RANGE	WEIGHT	TYPE	SIZE		SPECIAL PROPERTIES			
0 ft	16 lb	S	Large	Two-handed				

ATTACK 2			AMMUNITION		
			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
GMW lucerne hammer			+30/+25/+20/+15	2d6+20	20/x4
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
0 ft	20 lb	P	Large	Two-handed	

ATTACK 3			AMMUNITION	
Ovinbaane (+3)			TOTAL ATTACK BONUS	DAMAGE
			+32/+27/+22/+17	3d6+22
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	16 lb	S	Large	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

CLASS	SKILLS			MAX. RANKS:					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS
	Appraise ¹	INT	0	=	0	+	0	+	0
	Balance ¹	DEX*	0	=	1	+	0	+	-1
	Bluff ¹	CHA	-2	=	-2	+	0	+	0
x	Climb ¹	STR*	17	=	13	+	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*	-2	=	1	+	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*	-6	=	1	+	0	+	-7
x	Intimidate ¹	CHA	17	=	-2	+	19	+	0
x	Jump ¹	STR*	25	=	13	+	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*	-2	=	1	+	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	1	=	1	+	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**	7	=	13	+	0	+	-6
	Tumble	DEX*	16	=	1	+	16	+	-1
	Use Rope ¹	DEX	1	=	1	+	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.