

Gulak Kurgar

NAME	PLAYERNAME	Tempus	Chaotic Neutral
Ftr10	Human	DEITY	ALIGNMENT
48255	Medium	6'4"	228 lbs.
CLASS	RACE	HEIGHT	WEIGHT
10	20	Male	VISION
LEVEL	AGE	GENDER	EYES
NEXT LEVEL		HAIR	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	WOUNDS/CURRENT HP										SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED		
STR Strength	24	+7			HP hit points	114											Walk 30'						
DEX Dexterity	18	+4			AC armor class	28	27	11	10	12	5	1	0	0	0		50	-6	0				
CON Constitution	20	+5			TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE				
INT Intelligence	14	+2			INITIATIVE modifier	+4	=	+4	=	+0	SKILLS										MAX RANKS: 13/6/5		
WIS Wisdom	16	+3			TOTAL		DEX MODIFIER		MISC MODIFIER		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER						
CHA Charisma	21	+5			BASE ATTACK bonus		+10/+5				Appraise	INT	2	=	2	+ 0.0	+ 0						
											Balance	DEX	-2	=	4	+ 0.0	+ -6						
											Bluff	CHA	5	=	5	+ 0.0	+ 0						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+12	+7	+5	+0	+0	+0		
REFLEX (dexterity)	+7	+3	+4	+0	+0	+0		
WILL (wisdom)	+6	+3	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12	+10/+5	+7	+0	+0	0	
RANGED attack bonus	+14/+9	+10/+5	+4	+0	+0	0	
GRAPPLE attack bonus	+17/+12	+10/+5	7	+0	+0	0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12	1d3+7	20/x2

*+3 heavy steel shield			CURRENT HAND	TYPE	SIZE	CRITICAL
			Equipped	B	M	20/x2
To Hit		Dam	To Hit		Dam	
1H-P	+13/+8	1d4+7	2W-P-(OH)	+7/+2	1d4+7	
1H-O	+9/+4	1d4+3	2W-P-(OL)	+9/+4	1d4+7	
2H	+13/+8	1d4+10	2W-OH	+3	1d4+3	
Special Properties			(Shield (Heavy/Metal/Masterwork/+3 (Enhancement to Shield)))			

*+3 morningstar		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	BP	M	20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+22/+17	1d8+12	2W-P-(OH)	+16/+11	1d8+12
1H-O	+18/+13	1d8+8	2W-P-(OL)	+18/+13	1d8+12
2H	+22/+17	1d8+15	2W-OH	+12	1d8+8
Special Properties		(Morningstar (Masterwork/+3 (Enhancement to Weapon or Ammunition)))			

composite longbow (+4 Str)	HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	20/x3
To Hit	Dam	To Hit	Dam	
30"	110"	220"	330"	440"
+14/+9	+14/+9	+12/+7	+10/+5	+8/+3
1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
Special Properties	(Longbow (Composite/+4)), STR bonus to damage			

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+3 heavy steel shield	Heavy	+5	-1	15	
(Shield (Heavy/Metal/Masterwork/+3 (Enhancement to Shield)))					
*+4 full plate	Heavy	+12	+1	-5	35
(Full Plate (Masterwork/+4 (Enhancement to Armor)))					

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*+3 heavy steel shield	Heavy	+5	-1	15
(Shield (Heavy/Metal/Masterwork/+3 (Enhancement to Shield)))				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	=	2	+ 0.0 + 0
Balance	DEX	-2	=	4	+ 0.0 + -6
Bluff	CHA	5	=	5	+ 0.0 + 0
Climb	STR	16	=	7	+ 13.0 + -4
Concentration	CON	5	=	5	+ 0.0 + 0
Craft (Untrained)	INT	2	=	2	+ 0.0 + 0
Diplomacy	CHA	5	=	5	+ 0.0 + 0
Disguise	CHA	5	=	5	+ 0.0 + 0
Escape Artist	DEX	-2	=	4	+ 0.0 + -6
Forgery	INT	2	=	2	+ 0.0 + 0
Gather Information	CHA	5	=	5	+ 0.0 + 0
Handle Animal	CHA	10	=	5	+ 5.0 + 0
Heal	WIS	5	=	3	+ 0.0 + 2
Hide	DEX	3	=	4	+ 0.0 + -1
Intimidate	CHA	18	=	5	+ 13.0 + 0
Jump	STR	19	=	7	+ 13.0 + -1
Listen	WIS	3	=	3	+ 0.0 + 0
Move Silently	DEX	-2	=	4	+ 0.0 + -6
Ride	DEX	9	=	4	+ 8.0 + -3
Search	INT	2	=	2	+ 0.0 + 0
Sense Motive	WIS	3	=	3	+ 0.0 + 0
Spot	WIS	3	=	3	+ 0.0 + 0
Survival	WIS	3	=	3	+ 0.0 + 0
Swim	STR	8	=	7	+ 13.0 + -12
Use Rope	DEX	4	=	4	+ 0.0 + 0

= + +
= + +

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
+3 heavy steel shield	Equipped	1	15	18170
(Shield (Heavy/Metal/Masterwork/+3 (Enhancement to Shield)))				
Potion of Eagle's Splendor	Pouch (Belt)	1	0	300
☐				
+3 morningstar	Equipped	1	6	18308
(Morningstar (Masterwork/+3 (Enhancement to Weapon or Ammunition)))				
+4 full plate	Equipped	1	50	17650
(Full Plate (Masterwork/+4 (Enhancement to Armor)))				
Arrows (20)	Carried	2	3	1
☐☐				
Backpack	Equipped	1	2	2
18.5 lbs., 7 Rations (Trail/Per Day), 1 Waterskin, 1 Rope (Silk/50 Ft.), 5 Piton				
Boots of Striding and Springing	Equipped	1	1	5500
Climber's Kit	Equipped	1	5	80
Cloak of the Bat	Equipped	1	1	26000
composite longbow (+4 Str)	Carried	1	3	500
(Longbow (Composite/+4)), STR bonus to damage 0.0 lbs.				
Dagger	Carried	1	1	2
Figurine of Wondrous Power (Onyx Dog)	Pouch (Belt)	1	0	15500
Flint and Steel	Pouch (Belt)	1	0	1
Healer's Kit	Equipped	1	1	50
Ioun Stone (Pink and Green)	Equipped	1	0	8000
Necklace of Adaptation	Equipped	1	0	9000
Oil (1 Pt. Flask)	Pouch (Belt)	2	1	0.1
Outfit (Cold Weather)	Equipped	1	7	0
+5 circumstance bonus on Fort saves vs cold				
Piton	Backpack	5	0.5	0.1
Pouch (Belt)	Equipped	1	0.5	1
0.0 lbs., 1 Figurine of Wondrous Power (Onyx Dog), 1 Potion (Eagle's Splendor)				
Pouch (Belt)	Equipped	1	0.5	1
2.0 lbs., 2 Oil (1 Pt. Flask), 1 Flint and Steel				
Pouch (Belt)	Equipped	1	0.5	1
0.0 lbs.				
Rations (Trail/Per Day)	Backpack	7	1	0.5
Ring of Elemental Command (%CHOICE)	Equipped	1	0	200000
Air				
Ring of Freedom of Movement	Equipped	1	0	40000
Rope (Silk/50 Ft.)	Backpack	1	5	10
Waterskin	Backpack	1	4	1
0.0 lbs.				
TOTAL WEIGHT CARRIED/VALUE		113.0 lbs.	369858.2 gp	

WEIGHT ALLOWANCE					
Light	233.0	Medium	466.0	Heavy	700.0

MONEY	
Coin (Gold): 14829	

MAGIC	
Ring of Elemental Command [Air]	
• Feather fall (unlimited use, wearer only)	
• Resist energy (electricity) (unlimited use, wearer only)	
• Gust of wind (twice per day)	
• Wind wall (unlimited use)	
• Air walk (once per day, wearer only)	
• Chain lightning (once per week)	
Morning star: [INT 17, WIS 8, CHA 15, EGO 11; speaks Common, Abyssal, Undercommon, Infernal; locate object in a 120' radius; heal 1/day]	

SPECIAL ABILITIES	
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FEATS	
Armor Proficiency (Heavy)	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Cleave	
Combat Reflexes	
Dodge	
Great Cleave	
Greater Weapon Focus (Morningstar)	
Martial Weapon Proficiency	
Mobility	
Power Attack	
Quick Draw	
Shield Proficiency	
Simple Weapon Proficiency	
Tower Shield Proficiency	
Weapon Focus (Morningstar)	
Weapon Specialization (Morningstar)	

Dagger			CURRENT HAND	TYPE	SIZE	CRITICAL
			Carried	PS	M	19-20/x2
To Hit		Dam	To Hit		Dam	
1H-P	+17/+12	1d4+7	2W-P-(OH)	+11/+6	1d4+7	
1H-O	+13/+8	1d4+3	2W-P-(OL)	+13/+8	1d4+7	
2H	+17/+12	1d4+7	2W-OH	+9	1d4+3	
10"		20"	30"	40"	50"	
To Hit	+14/+9	+12/+7	+10/+5	+8/+3	+6/+1	
Dam	1d4+7	1d4+7	1d4+7	1d4+7	1d4+7	
Special Properties						

PROFICIENCIES	
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LANGUAGES	
Abyssal, Common, Undercommon	