

Alowin Corsello

NAME

Knm5

CLASS

5

Character Level

10000

EXPERIENCE

15000

NEXT LEVEL

PLAYERNAME

Chondathan

RACE

Human

AGE

0

Medium

SIZE

Maschio

GENDER

DEITY

0 cm

HEIGHT

0 kg

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

VISION

-76

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	13	+1	13	+1	13	+1
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1
<b>CON</b> Constitution	10	+0	10	+0	10	+0
<b>INT</b> Intelligence	15	+2	15	+2	15	+2
<b>WIS</b> Wisdom	8	-1	8	-1	8	-1
<b>CHA</b> Charisma	15	+2	15	+2	15	+2

**HP**  
hit points

26

WOUNDS/CURRENT HP

**AC**  
armor class

11

TOTAL

:

10

:

11

=

10

+

0

+

0

+

1

+

0

+

0

+

0

MISC

SPEED

Walk 9 m

**INITIATIVE**  
modifier

+1

TOTAL

=

+1

+

+0

MISC MODIFIER

**BASE ATTACK**  
bonus

+3

SAVING THROWS

**FORTITUDE**  
(constitution)

**REFLEX**  
(dexterity)

**WILL**  
(wisdom)

TOTAL

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

MELEE

attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TEMP

RANGED

attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TEMP

GRAPPLE

attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

+4

DAMAGE

1d3+1

CRITICAL

20/x2

REACH

1,5 m

\*: weapon is equipped  
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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Appraise	INT	3	= 2	+ 1.0	+
✓ Balance	DEX	1	= 1	+	+
✓ Bluff	CHA	2	= 2	+	+
✓ Climb	STR	1	= 1	+	+
✓ Concentration	CON	0	= 0	+	+
✓ Craft (Leatherworking)	INT	7	= 2	+ 5.0	+
✓ Craft (Untrained)	INT	2	= 2	+	+
✓ Diplomacy	CHA	4	= 2	+	+ 2
✓ Disguise	CHA	2	= 2	+	+
✓ Escape Artist	DEX	1	= 1	+	+
✓ Forgery	INT	2	= 2	+	+
✓ Gather Information	CHA	2	= 2	+	+
✓ Handle Animal	CHA	17	= 2	+ 8.0	+ 7
✓ Heal	WIS	0	= -1	+ 1.0	+
✓ Hide	DEX	1	= 1	+	+
✓ Intimidate	CHA	2	= 2	+	+
✓ Jump	STR	1	= 1	+	+
✓ Knowledge (Local)	INT	5	= 2	+ 3.0	+
✓ Knowledge (Nature)	INT	12	= 2	+ 8.0	+ 2
✓ Listen	WIS	-1	= -1	+	+
✓ Move Silently	DEX	1	= 1	+	+
✓ Profession (Rancher)	WIS	4	= -1	+ 5.0	+
✓ Profession (Stablehand)	WIS	4	= -1	+ 5.0	+
✓ Ride	DEX	6	= 1	+ 1.0	+ 4
✓ Search	INT	2	= 2	+	+
✓ Sense Motive	WIS	7	= -1	+ 8.0	+
✓ Spot	WIS	-1	= -1	+	+
✓ Survival	WIS	7	= -1	+ 8.0	+
✓ Survival (Natural environments)	WIS	9	= -1	+ 8.0	+ 2
✓ Swim	STR	1	= 1	+	+
✓ Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

EQUIPMENT					
ITEM		LOCATION	QTY	WT	COST
Healer's Kit		Pouch (Belt)	1	NaN	50.0
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Explorer's Outfit		Equipped	1	4.0	0.0
Pouch (Belt)		Equipped	1	NaN	1.0
0,5 kg, 1 Healer's Kit					
Rope (Hempen/50 Ft.)		Equipped	1	5.0	1.0
TOTAL WEIGHT CARRIED/VALUE				5,75 kg	52.0 gp

WEIGHT ALLOWANCE					
Light	25	Medium	50	Heavy	75
Lift over head	75	Lift off ground	150	Push / Drag	375

SPECIAL QUALITIES	
<b>Animal Husbandry (Ex)</b> +2 competence bonus and add wisdom modifier +0 to Handle Animal	
<b>Base Skill Level</b> Skill Level 5, Journeyman, Helpers 1	
<b>Calm Animals (Ex)</b>	
<b>Feral Bond (Ex)</b> +2 morale bonus to Attacks, +4 morale bonus to Wil against Fear-based effects when animals are threatened	

FEATS	
<b>Animal Affinity</b> You get a +2 bonus on all Handle Animal checks and Ride checks.	
<b>Mounted Combat</b> Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.	
<b>Skill Focus (Handle Animal)</b> You get a +3 bonus on all checks involving that skill.	
<b>Armor Proficiency (Light)</b> When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Simple Weapon Proficiency</b> You make attack rolls with simple weapons normally.	

PROFICIENCIES	
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Pincerstaff, Quarterstaff, Shieldbash (Light), Shortspears, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

LANGUAGES	
Chondathan, Common	

TEMPLATES	
Waterdeep Region	