

NAME

Exp12

CLASS

12

Character Level

66000

EXPERIENCE

78000

NEXT LEVEL

PLAYERNAME

Human

RACE

30

AGE

Medium

SIZE

Maschio

GENDER

DEITY

168 cm

HEIGHT

Blue

EYES

95 kg

WEIGHT

Blond, Straight

HAIR

Lawful Good

ALIGNMENT

VISION

-1

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

12

+1

12

+1

12

+1

DEX

Dexterity

8

-1

8

-1

8

-1

CON

Constitution

11

+0

11

+0

11

+0

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

10

+0

10

+0

10

+0

CHA

Charisma

9

-1

9

-1

9

-1

HP

hit points

45

AC

armor class

9

WOUNDS/CURRENT HP

:

FLAT

:

TOUCH

:

BASE

:

ARMOR BONUS

:

SHIELD BONUS

:

STAT

:

SIZE

:

NATURAL

:

MISC

:

MISS CHANCE

INITIATIVE

modifier

-1

=

-1

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 9 m

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

0

+0

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+4

+

-1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+8

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+10/+5

=

+9/+4

+

+1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+8/+3

=

+9/+4

+

-1

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+10/+5

=

+9/+4

+

+1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+10/+5

1d3+1

20/x2

1,5 m

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

15/7.5

MISC MODIFIER

✓

Appraise

INT

20

=

3

+

15.0

+

2

✓

Bluff

CHA

13

=

-1

+

14.0

+

Craft (Armorsmithing)

INT

23

=

3

+

15.0

+

5

Craft (Blacksmithing)

INT

21

=

3

+

15.0

+

3

Craft (Metalworking)

INT

21

=

3

+

15.0

+

3

Craft (Weaponsmithing)

INT

23

=

3

+

15.0

+

5

✓

Diplomacy

CHA

20

=

-1

+

15.0

+

6

✓

Gather Information

CHA

14

=

-1

+

15.0

+

✓

Sense Motive

WIS

17

=

0

+

15.0

+

2

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

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Created using PCGen 5.11.11

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Artisan's Tools (Armorsmithing)	Equipped	1	NaN	55.0	
Masterwork Artisan's Tools (Weaponsmithing)	Equipped	1	NaN	55.0	
Artisan's Outfit	Equipped	1	2.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			5 kg	110.0 gp	

WEIGHT ALLOWANCE					
Light	21,5	Medium	43	Heavy	65
Lift over head	65	Lift off ground	130	Push / Drag	325

MONEY	
<ul style="list-style-type: none"> - ha comprato con i risparmi di famiglia la fucina in cui lavora quando aveva solo 20 anni. - Negli ultimi 10 anni ha raggiunto un'abilità non indifferente che la gilda dei mercanti spesso lo chiama per valutare i materiali metallici (dall'acciaio all'oro) che la gilda controlla. - Nella sua fucina lavorano 8 giovani apprendisti e 2 abili lavoratori. 	
Total = 0.0 gp	

SPECIAL ABILITIES
Master

FEATS	
Diligent	You get a +2 bonus on all Appraise checks and Decipher Script checks.
Negotiator	You get a +2 bonus on all Diplomacy checks and Sense Motive checks.
Skill Focus (Craft (Armorsmithing), Craft (Weaponsmithing), Craft (Metalworking), Craft (Blacksmithing))	You get a +3 bonus on all checks involving that skill.
Armor Proficiency (Light)	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.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Giant, Orc, Undercommon

TEMPLATES

Notes:

Character Sheet Notes: