

standard apprentice

NAME

Exp4

CLASS

4

Character Level

6000

EXPERIENCE

10000

NEXT LEVEL

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Maschio

GENDER

WOUNDS/CURRENT HP

DEITY

0 cm

HEIGHT

0 kg

WEIGHT

EYES

HAIR

POINTS

ALIGNMENT

VISION

0

SPEED

Walk 9 m

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	14	+2	14	+2	14	+2
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	9	-1	9	-1	9	-1

HP
hit points

9

AC
armor class

9

INITIATIVE
modifier

-1

BASE ATTACK
bonus

+3

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

MISC MODIFIER

✓ Appraise

INT

9

=

2

+

7.0

+

✓ Bluff

CHA

5

=

-1

+

6.0

+

Craft (Armorsmithing)

INT

12

=

2

+

7.0

+

3

Craft (Blacksmithing)

INT

12

=

2

+

7.0

+

3

Craft (Metalworking)

INT

9

=

2

+

7.0

+

Craft (Weaponsmithing)

INT

12

=

2

+

7.0

+

3

✓ Diplomacy

CHA

9

=

-1

+

6.0

+

4

✓ Gather Information

CHA

6

=

-1

+

7.0

+

✓ Sense Motive

WIS

7

=

0

+

7.0

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Artisan's Tools (Armorsmithing)	Equipped	1	NaN	5.0	
Artisan's Tools (Blacksmithing)	Equipped	1	NaN	5.0	
Artisan's Tools (Weaponsmithing)	Equipped	1	NaN	5.0	
Artisan's Outfit	Equipped	1	2.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			7,5 kg	15.0 gp	

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

SPECIAL ABILITIES	
Apprentice	

FEATS	
Skill Focus (Craft (Armorsmithing), Craft (Weaponsmithing), 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, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common

TEMPLATES

Notes:

Character Sheet Notes: