

Brice Brystone

NAME

Exp12

CLASS

12

Character Level

66000

EXPERIENCE

78000

NEXT LEVEL

PLAYERNAME

Human

RACE

31

AGE

Medium

SIZE

Male

GENDER

DEITY

183 cm

HEIGHT

EYES

112 kg

WEIGHT

HAIR

Lawful Good

ALIGNMENT

VISION

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	9	-1	9	-1	9	-1
DEX Dexterity	8	-1	8	-1	8	-1
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	15	+2	15	+2	15	+2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	12	+1	12	+1	12	+1

HP  
hit points

44

WOUNDS/CURRENT HP

AC  
armor class

12

TOTAL

:

FLAT

:

TOUCH

:

BASE

:

ARMOR BONUS

:

SHIELD BONUS

:

STAT

:

SIZE

:

NATURAL

:

MISC

:

MISS CHANCE

INITIATIVE  
modifier

-1

TOTAL

:

DEX MODIFIER

:

MISC MODIFIER

BASE ATTACK  
bonus

+9/+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 9 m

ARCANE SPELL FAILURE

15

ARMOR CHECK PENALTY

-1

SPELL RESIST

0

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILL  
(wisdom)

TOTAL

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

+0

+

+0

+

+0

BASE SAVE

+4

+

+0

+

+0

+

+0

+

+0

+

+0

ABILITY

-1

+

+0

+

+0

+

+0

+

+0

MAGIC

+0

+

+0

+

+0

+

+0

MISC

+0

+

+0

+

+0

EPIC

+0

+

+0

TEMP

conditional modifiers

MELEE  
attack bonus

+8/+3

=

+9/+4

+

-1

+

+0

+

+0

+

+0

+

+0

RANGED  
attack bonus

+8/+3

=

+9/+4

+

-1

+

+0

+

+0

+

+0

+

+0

GRAPPLE  
attack bonus

+8/+3

=

+9/+4

+

-1

+

+0

+

+0

+

+0

+

+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d3-1	20/x2

\*: 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
*Studded Leather	Light	+3	+5	-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
✓ Appraise	INT	22	= 2	+ 15.0	+ 5
✓ Bluff	CHA	18	= 1	+ 15.0	+ 2
✓ Diplomacy	CHA	25	= 1	+ 15.0	+ 9
✓ Gather Information	CHA	18	= 1	+ 15.0	+ 2
✓ Intimidate	CHA	11	= 1	+ 6.0	+ 4
Knowledge (Local)	INT	17	= 2	+ 15.0	
✓ Ride	DEX	10	= -1	+ 11.0	
✓ Sense Motive	WIS	21	= 1	+ 15.0	+ 5
✓ Survival	WIS	7	= 1	+ 6.0	
✓ Swim	STR	2	= -1	+ 5.0	+ -2
✓ Use Rope	DEX	4	= -1	+ 5.0	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Peasant's Outfit	Equipped	1	1.0	0.0	
Studded Leather	Equipped	1	10.0	25.0	
Ring of Mind Shielding	Equipped	1	0.0	8000.0	
TOTAL WEIGHT CARRIED/VALUE			10 kg	8025.0 gp	

WEIGHT ALLOWANCE					
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	Push / Drag	225

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.
Persuasive	You get a +2 bonus on all Bluff checks and Intimidate checks.
Skill Focus (Appraise, Diplomacy, Sense Motive)	You get a +3 bonus on all checks involving that skill.
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, Elven, Undercommon

TEMPLATES
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## Notes:

Character Sheet Notes: