

NAME		PLAYERNAME		DEITY		ALIGNMENT
Sai1	0	Human	Medium	175 cm	76.5 kg	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
1	1000	0	Male			0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBUDAL DAMAGE					DAMAGE REDUCTION					SPEED					
<b>STR</b> Strength	12	+1	12	+1	12	+1	<b>HP</b> hit points	10																Walk 9 m								
<b>DEX</b> Dexterity	13	+1	13	+1	13	+1	<b>AC</b> armor class	11	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0		0	+	+0	0		
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST											
<b>CON</b> Constitution	14	+2	14	+2	14	+2	<b>INITIATIVE</b> modifier	+1	=	+1	+	+0	<b>SKILLS</b>																			
								TOTAL	DEX MODIFIER	MISC MODIFIER	KEY ABILITY																					
<b>INT</b> Intelligence	15	+2	15	+2	15	+2	<b>BASE ATTACK</b> bonus	+1										SKILL MODIFIER														
											ABILITY MODIFIER																					
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0					MAX RANKS																					
											RANKS																					
<b>CHA</b> Charisma	8	-1	8	-1	8	-1					4/2 MISS MODIFIER																					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	= +2	+ +2	+ +0	+ +0	+ +0		
<b>REFLEX</b> (dexterity)	+1	= +0	+ +1	+ +0	+ +0	+ +0		
<b>WILL</b> (wisdom)	+0	= +0	+ +0	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
<b>MELEE</b> attack bonus	+2	=	+1	+	+1	+	+0	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+2	=	+1	+	+1	+	+0	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+2	=	+1	+	+1	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3+1	20/x2	1.5 m

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
-------	------	----	--------	-------	---------------

✓: can be used untrained, X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp

WEIGHT ALLOWANCE					
Light	21.5	Medium	43	Heavy	65
Lift over head	65	Lift off ground	130	Push / Drag	325

SPECIAL ABILITIES	
Apprentice	
Skill Level 1	

FEATS	
Athletic	You get a +2 bonus on all Climb checks and Swim checks.
Skill Focus (Knowledge (Seamanship))	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.
Armor Proficiency (Medium)	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.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Warmace

LANGUAGES
Common, Dwarven, Elven

## Notes:

Character Sheet Notes: