

Guardia

NAME

War4

CLASS

4

6000

EXPERIENCE

10000

NEXT LEVEL

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Maschio

GENDER

DEITY

0' 0"

HEIGHT

EYES

0 lbs.

WEIGHT

HAIR

Lawful Good

ALIGNMENT

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

12

+1

12

+1

12

+1

CON

Constitution

11

+0

11

+0

11

+0

INT

Intelligence

10

+0

10

+0

10

+0

WIS

Wisdom

9

-1

9

-1

9

-1

CHA

Charisma

8

-1

8

-1

8

-1

HP

hit points

26

WOUNDS/CURRENT HP

AC

armor class

15

TOTAL

14

FLAT

11

TOUCH

10

BASE

3

ARMOR BONUS

1

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

INITIATIVE

modifier

+5

TOTAL

+1

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

ARCANE SPELL FAILURE

20

ARMOR CHECK PENALTY

-2

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

MISC MODIFIER

✓

Climb

STR

5

=

2

+

5.0

+

-2

✓

Handle Animal

CHA

6

=

-1

+

7.0

+

✓

Jump

STR

2

=

2

+

2.0

+

-2

✓

Ride

DEX

10

=

1

+

7.0

+

2

✓

=

+

+

✓

=

+

+

✓

can be used untrained.

X

exclusive skills

MELEE

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+4

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+4

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

+6

DAMAGE

1d3+2

CRITICAL

20/x2

REACH

5 ft.

\*Longsword +1

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+8

1d8+3

2W-P-(OH)

+2

1d8+3

1H-O

+4

1d8+2

2W-P-(OL)

+4

1d8+3

2H

+8

1d8+4

2W-OH

-2

1d8+2

Special Properties

\*: 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
*Shield, Light	Light	+1		-1	5

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 0 lbs., 2 Potion of Cure Moderate Wounds, 1 Potion of Gaseous Form	Equipped	1	2.0	2.0	
Longsword +1	Equipped	1	4.0	2315.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Potion of Cure Moderate Wounds	Backpack	2	0.0 (0.0)	300.0 (600.0)	
Potion of Gaseous Form	Backpack	1	0.0	750.0	
Shield, Light	Equipped	1	6.0	9.0	
Studded Leather	Equipped	1	20.0	25.0	
TOTAL WEIGHT CARRIED/VALUE			32 lbs.	3701.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Toughness	You gain +3 hit points.
Weapon Focus (Longsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	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 (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.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, 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

## Notes:

Character Sheet Notes: