Glinus Chendath

			Lawful Good
NAME	PLAYERNAME	DEITY	ALIGNMENT

Exp12	66000	Human	Medium	168 cm	95 kg	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION

12	78000	34	Maschio	Blu	Biondi, lisci	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

Ability Scores

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 : 9 : 9 = 10 + 0 + 0 + -1 + 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 |

SPEED: Walk 9 m

WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION

INITIATIVE modifier: -1 = -1 + +0 (TOTAL = DEX MODIFIER + MISC MODIFIER)

BASE ATTACK bonus: +9/+4

Saving Throws

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	+	

Attack Bonus

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
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

*: 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

Skills

MAX RANKS 15/7.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	20	=	3	+ 15.0	+ 2
✓	Balance	DEX	-1	=	-1	+	+
✓	Bluff	CHA	14	=	-1	+ 15.0	+
✓	Climb	STR	1	=	1	+	+
✓	Concentration	CON	0	=	0	+	+
	Craft (Armorsmithing)	INT	23	=	3	+ 15.0	+ 5
	Craft (Blacksmithing)	INT	20	=	3	+ 12.0	+ 5
	Craft (Bowmaking)	INT	19	=	3	+ 13.0	+ 3
✓	Craft (Untrained)	INT	3	=	3	+	+
	Craft (Weaponsmithing)	INT	23	=	3	+ 15.0	+ 5
✓	Diplomacy	CHA	20	=	-1	+ 15.0	+ 6
✓	Disguise	CHA	-1	=	-1	+	+
✓	Escape Artist	DEX	-1	=	-1	+	+
✓	Forgery	INT	3	=	3	+	+
✓	Gather Information	CHA	14	=	-1	+ 15.0	+
✓	Heal	WIS	0	=	0	+	+
✓	Hide	DEX	-1	=	-1	+	+
✓	Intimidate	CHA	1	=	-1	+	+ 2
✓	Jump	STR	1	=	1	+	+
✓	Listen	WIS	0	=	0	+	+
✓	Move Silently	DEX	-1	=	-1	+	+
✓	Ride	DEX	-1	=	-1	+	+
✓	Search	INT	3	=	3	+	+
✓	Sense Motive	WIS	17	=	0	+ 15.0	+ 2
✓	Spot	WIS	0	=	0	+	+
✓	Survival	WIS	0	=	0	+	+
✓	Swim	STR	1	=	1	+	+
✓	Use Rope	DEX	-1	=	-1	+	+
				=		+	+
				=		+	+

✓: can be used untrained. ✗: exclusive skills

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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Masterwork Artisan's Tools (Armorsmithing)	Equipped	1	NaN	55.0
Masterwork Artisan's Tools (Blacksmithing)	Equipped	1	NaN	55.0
Masterwork Artisan's Tools (Metalworking)	Equipped	1	NaN	55.0
Masterwork Artisan's Tools (Weaponsmithing)	Equipped	1	NaN	55.0
Outfit (Artisan's)	Equipped	1	2.0	0.0
TOTAL WEIGHT CARRIED/VALUE			10 kg	220.0 gp

WEIGHT ALLOWANCE

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

SPECIAL ABILITIES

Helpers 8
Master
Skill Level 12

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 (Bowmaking), 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, Undercommon

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Glinus Chendath

Human
RACE

34
AGE

Maschio
GENDER

VISION

Lawful Good
ALIGNMENT

Destra
DOMINANT HAND

168 cm
HEIGHT

95 kg
WEIGHT

Blu
EYE COLOUR

SKIN COLOUR

Biondi, lisci
HAIR

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE

RESIDENCE

LOCATION

None
REGION

Description:
Biography:

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.

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Notes:

Character Sheet Notes:

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