

Brice Bricestone

NAME

Exp7 Mer5

CLASS

12

Character Level

66000

EXPERIENCE

78000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	8	-1	8	-1	8	-1
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	18	+4	18	+4	18	+4
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	13	+1	13	+1	13	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

+2

=

+3

+

-1

+

+0

+

+0

+

+0

+

+11

=

+9

+

+2

+

+0

+

+0

+

+0

+

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+7/+2

=

+7/+2

+

+0

+

+0

+

+0

+

+0

+

+6/+1

=

+7/+2

+

-1

+

+0

+

+0

+

+0

+

+7/+2

=

+7/+2

+

+0

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+7/+2

1d3

20/x2

1.5 m

*Dagger +1			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	PS	M	19-20/x2	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+8/+3	1d4+1	2W-P-(OH)	+2/-3		1d4+1	
1H-O	+4/-1	1d4+1	2W-P-(OL)	+4/-1		1d4+1	
2H	+8/+3	1d4+1	2W-OH	+0		1d4+1	
3 m		6 m	9 m	12 m		15 m	
TH	+7/+2	+5/+0	+3/-2	+1/-4		-1/-6	
Dam	1d4+1	1d4+1	1d4+1	1d4+1		1d4+1	
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
*Masterwork Studded Leather	Light	+3	+5	+0	15

DM

PLAYERNAME

Chondathan

RACE

Human

Medium

SIZE

183 cm

112 kg

WEIGHT

VISION

DEITY

31

AGE

Male

GENDER

EYES

HAIR

POINTS

Lawful Good

ALIGNMENT

HP
hit points

56

WOUNDS/CURRENT HP

Subdual Damage

DAMAGE REDUCTION

SPEED

Walk 9 m

AC
armor class

12

TOTAL

12

FLAT

9

TOUCH

10

BASE

3

ARMOR BONUS

0

SHIELD BONUS

-1

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

15

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE
modifier

-1

TOTAL

-1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
					RANKS	MISC MODIFIER
✓ Appraise	INT	21	=	4	+ 15.0	+ 2
✓ Balance	DEX	-1	=	-1	+	+
✓ Bluff	CHA	18	=	1	+ 15.0	+ 2
✓ Climb	STR	0	=	0	+	+
✓ Concentration	CON	1	=	1	+	+
✓ Craft (Untrained)	INT	4	=	4	+	+
✓ Diplomacy	CHA	22	=	1	+ 15.0	+ 6
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	-1	=	-1	+	+
✓ Forgery	INT	4	=	4	+	+
✓ Gather Information	CHA	21	=	1	+ 15.0	+ 5
✓ Heal	WIS	2	=	2	+	+
✓ Hide	DEX	-1	=	-1	+	+
✓ Intimidate	CHA	20	=	1	+ 15.0	+ 4
✓ Jump	STR	0	=	0	+	+
Knowledge (Geography)	INT	7	=	4	+ 3.0	+
Knowledge (Local)	INT	19	=	4	+ 15.0	+
✓ Listen	WIS	6	=	2	+ 4.0	+
✓ Move Silently	DEX	-1	=	-1	+	+
✓ Profession (Merchant)	WIS	17	=	2	+ 15.0	+
✓ Ride	DEX	7	=	-1	+ 8.0	+
✓ Search	INT	4	=	4	+	+
✓ Sense Motive	WIS	19	=	2	+ 15.0	+ 2
✓ Sleight of Hand	DEX	11	=	-1	+ 10.0	+ 2
Speak Language(Alzhedo, Chultan, Damaran, Illuskan, Lantanese, Dwarven)		6	=	0	+ 6.0	+
✓ Spot	WIS	6	=	2	+ 4.0	+
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	0	=	0	+	+
✓ Use Rope	DEX	-1	=	-1	+	+
			=	+	+	+
			=	+	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger +1	Equipped	1	0.5	2302.0	
Masterwork Studded Leather	Equipped	1	10.0	175.0	
Traveler's Outfit	Equipped	1	2.5	0.0	
Ring of Mind Shielding	Equipped	1	0.0	8000.0	
TOTAL WEIGHT CARRIED/VALUE			10.5 kg	10477.0 gp	

WEIGHT ALLOWANCE					
Light	16.5	Medium	33	Heavy	50
Lift over head	50	Lift off ground	100	Push / Drag	250

SPECIAL ABILITIES	
+2 profit check (DMG2,184).	
Canny Businessman (Ex)	
Helpers 8	
Master	
Skill Level 12	
Versatile Traveler (Ex) ~ 5/day	
World Traveler	

FEATS	
Business Savvy	See Text, Gains some bonus when running a business.
Diligent	You get a +2 bonus on all Appraise checks and Decipher Script checks.
Leadership	Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.
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 (Gather Information)	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 (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Alzhedo, Chondathan, Chultan, Common, Damaran, Dwarven, Elven, Illuskan, Lantanese, Undercommon

TEMPLATES

Notes:

Character Sheet Notes: