

Vibur

NAME

Art4

CLASS

4

Character Level

6000

EXPERIENCE

10000

NEXT LEVEL

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	15	+2	15	+2	15	+2
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	9	-1	9	-1	9	-1

PLAYERNAME

Chondathan

RACE

Human

SIZE

Medium

AGE

26

GENDER

Maschio

DEITY

HEIGHT

0' 0"

WEIGHT

0 lbs.

EYES

Blue

HAIR

Brown, Greased

ALIGNMENT

Lawful Good

VISION

-66

POINTS

HP
hit points

17

AC
armor class

9

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE
modifier

-1

=

-1

+

+0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

BASE ATTACK
bonus

+2

SAVING THROWS

FORTITUDE
(constitution)

TOTAL

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

REFLEX
(dexterity)

TOTAL

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

WILL
(wisdom)

TOTAL

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

MELEE
attack bonus

TOTAL

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

RANGED
attack bonus

TOTAL

+1

=

+2

+

-1

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

GRAPPLE
attack bonus

TOTAL

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

UNARMED

TOTAL ATTACK BONUS

+3

DAMAGE

1d3+1

CRITICAL

20/x2

REACH

5 ft.

*Masterwork Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

19-20/x2

5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+4	1d4+1	2W-P-(OH)	-2	1d4+1
1H-O	+0	1d4	2W-P-(OL)	+0	1d4+1
2H	+4	1d4+1	2W-OH	-4	1d4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+2	+0	-2	-4	-6
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
✓ Appraise	INT	9	=	2	+ 7.0 +
✓ Balance	DEX	-1	=	-1	+ +
✓ Bluff	CHA	1	=	-1	+ + 2
✓ Climb	STR	1	=	1	+ +
✓ Concentration	CON	0	=	0	+ +
Craft (Armorsmithing)	INT	12	=	2	+ 7.0 + 3
Craft (Blacksmithing)	INT	12	=	2	+ 7.0 + 3
Craft (Bowmaking)	INT	12	=	2	+ 7.0 + 3
✓ Craft (Untrained)	INT	2	=	2	+ +
Craft (Weaponsmithing)	INT	12	=	2	+ 7.0 + 3
✓ Diplomacy	CHA	12	=	-1	+ 7.0 + 6
✓ Disguise	CHA	-1	=	-1	+ +
✓ Escape Artist	DEX	-1	=	-1	+ +
✓ Forgery	INT	9	=	2	+ 7.0 +
✓ Gather Information	CHA	8	=	-1	+ 7.0 + 2
✓ Heal	WIS	0	=	0	+ +
✓ Hide	DEX	-1	=	-1	+ +
✓ Intimidate	CHA	-1	=	-1	+ +
✓ Jump	STR	1	=	1	+ +
Knowledge (Local)	INT	9	=	2	+ 7.0 +
✓ Listen	WIS	0	=	0	+ +
✓ Move Silently	DEX	-1	=	-1	+ +
✓ Ride	DEX	-1	=	-1	+ +
✓ Search	INT	2	=	2	+ +
✓ Sense Motive	WIS	9	=	0	+ 7.0 + 2
Speak Language(Tethyrian)		1	=	0	+ 1.0 +
✓ Spot	WIS	5	=	0	+ 5.0 +
✓ Survival	WIS	0	=	0	+ +
✓ Swim	STR	1	=	1	+ +
✓ Use Rope	DEX	-1	=	-1	+ +
			=	+	+
			=	+	+

✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Artisan's Tools (Armorsmithing)	Equipped	1	5.0	5.0	
Artisan's Tools (Bowmaking)	Equipped	1	5.0	5.0	
Artisan's Tools (Weaponsmithing)	Equipped	1	5.0	5.0	
Masterwork Dagger	Equipped	1	1.0	302.0	
Artisan's Outfit	Equipped	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			16 lbs.317.0 gp		

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL ABILITIES	
Master Craftman (Ex)	

SPECIAL QUALITIES	
Base Skill Level Skill Level 4, Apprentice	
Man About town (Ex) 7 weeks	

FEATS	
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.	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Quarterstaff, Spells(Ray), Unarmed Strike	

LANGUAGES	
Chondathan, Common, Illuskan, Tethyrian, Undercommon	

TEMPLATES	
Waterdeep Region	