

Olog

NAME		PLAYERNAME		DEITY		ALIGNMENT	
Ftr5		10000		Human (Chondathans)		Medium	
CLASS		EXPERIENCE		RACE		SIZE	
5		15000		17		Maschio	
Character Level		NEXT LEVEL		AGE		GENDER	
				EYES		HAIR	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD										
STR Strength	19	+4	19	+4	19	+4										
DEX Dexterity	15	+2	15	+2	15	+2										
CON Constitution	14	+2	14	+2	14	+2										
INT Intelligence	10	+0	10	+0	10	+0										
WIS Wisdom	14	+2	14	+2	14	+2										
CHA Charisma	10	+0	10	+0	10	+0										

HP hit points	42	WOUNDS/CURRENT HP										SUBDUAL DAMAGE									
AC armor class	19	TOTAL										FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE									
		INITIATIVE modifier										TOTAL DEX MODIFIER MISC MODIFIER									
		BASE ATTACK bonus										TOTAL									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers									
FORTITUDE (constitution)	+6	= +4	+2	+0	+0	+0											
REFLEX (dexterity)	+3	= +1	+2	+0	+0	+0											
WILL (wisdom)	+3	= +1	+2	+0	+0	+0											

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP	conditional modifiers										
MELEE attack bonus	+9	= +5	+4	+0	+0	+0											
RANGED attack bonus	+7	= +5	+2	+0	+0	+0											
GRAPPLE attack bonus	+9	= +5	+4	+0	+0	+0											

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d3+4	20/x2	1,5 m

*Masterwork Warmace		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	M	20/x2	1,5 m
		To Hit		Dam		
1H-P	+11	1d12+6	2W-P-(OH)	+7	1d12+6	
1H-O	+11	1d12+4	2W-P-(OL)	+9	1d12+6	
2H	+11	1d12+8	2W-OH	+7	1d12+4	

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
*Chainmail +2	Medium	+7	+2	-4	30
*Masterwork Warmace		+0		+0	0

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
					RANKS	MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+	
✓ Balance	DEX	-2	= 2	+	+	-4
✓ Bluff	CHA	0	= 0	+	+	
✓ Climb	STR	8	= 4	+	8.0	-4
✓ Concentration	CON	2	= 2	+	+	
✓ Craft (Untrained)	INT	0	= 0	+	+	
✓ Diplomacy	CHA	0	= 0	+	+	
✓ Disguise	CHA	0	= 0	+	+	
✓ Escape Artist	DEX	-2	= 2	+	+	-4
✓ Forgery	INT	0	= 0	+	+	
✓ Gather Information	CHA	0	= 0	+	+	
✓ Handle Animal	CHA	5	= 0	+	5.0	+
✓ Heal	WIS	2	= 2	+	+	
✓ Hide	DEX	-2	= 2	+	+	-4
✓ Intimidate	CHA	0	= 0	+	+	
✓ Jump	STR	-3	= 4	+	3.0	-10
✓ Listen	WIS	2	= 2	+	+	
✓ Move Silently	DEX	-2	= 2	+	+	-4
✓ Ride	DEX	12	= 2	+	8.0	2
✓ Search	INT	0	= 0	+	+	
✓ Sense Motive	WIS	2	= 2	+	+	
✓ Spot	WIS	2	= 2	+	+	
✓ Survival	WIS	2	= 2	+	+	
✓ Swim	STR	-4	= 4	+	+	-8
✓ Use Rope	DEX	2	= 2	+	+	
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chainmail +2	Equipped	1	20.0	4300.0	
Masterwork Warmace	Equipped	1	5.0	325.0	
Masterwork Warmace	Equipped	1	5.0	325.0	
Traveler's Outfit	Equipped	1	NaN	0.0	
TOTAL WEIGHT CARRIED/VALUE			30 kg	4950.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116,5	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

FEATS	
Exotic Weapon Proficiency (Warmace)	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Oversized Two-Weapon Fighting	See Text, Treat one-handed weapon in off-hand as if light weapon
Quick Draw	You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Focus (Warmace)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Warmace)	You gain a +2 bonus on all damage 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 (Barbed), Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Halfspear (Salamander), Hammer (Light), Handaxe, Javelin, Kukri, Lance, Lance (Gehennan), Longaxe, Longbow, Longspear, Longstaff, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Muspelrule, Pick (Dire), Pick (Heavy), Pick (Light), Pincerstaff, Quarterstaff, Ransour, Rapier, Rapier (Quickblade), Ripper, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Shortspear (Salamander), Sickie, Sickie (Heavy), Sling, Spear, Spells(Ray), Spiked Armor, Stabaxe, Straightblade, Sword (Bastard), Sword (Cutlass), Sword (Katana), Sword (Saber), Sword (Short), Sword (Short/Broadblade), Sword (Wakizashi), Tail Club, Trident, Turcheon, Unarmed Strike, Waraxe (Dwarven), Warhammer, Warmace

LANGUAGES
Chultan, Common

TEMPLATES

Notes:

Character Sheet Notes: