

Glinus Chendath

NAME

Art5 Exp5

CLASS

10

Character Level

45000

EXPERIENCE

55000

NEXT LEVEL

PLAYERNAME

Chondathan

RACE

Human

AGE

0

Medium

SIZE

Maschio

GENDER

DEITY

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYES

HAIR

ALIGNMENT

Lawful Good

VISION

75

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

8

-1

8

-1

8

-1

DEX

10

+0

10

+0

10

+0

CON

13

+1

13

+1

13

+1

INT

17

+3

17

+3

17

+3

WIS

14

+2

14

+2

14

+2

CHA

12

+1

12

+1

12

+1

HP

47

WOUNDS/CURRENT HP

AC

10

armor class

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

+0

modifier

TOTAL

+0

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+5

bonus

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

REFLEX

+2

=

+2

+

+0

+

+0

+

+0

+

WILL

+10

=

+8

+

+2

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+5

+

STAT

-1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

RANGED

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+5

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

GRAPPLE

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+5

+

STAT

-1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

UNARMED

TOTAL ATTACK BONUS

+4

DAMAGE

1d3-1

CRITICAL

20/x2

REACH

5 ft.

\*Masterwork Sword (Short)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+1

1d6-1

2W-P-(OH)

-5

1d6-1

1H-O

-3

1d6-1

2W-P-(OL)

-3

1d6-1

2H

+1

1d6-1

2W-OH

-7

1d6-1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

13/6.5

RANKS

MISC MODIFIER

✓ Appraise

INT

18

=

3

+

13.0

+

2

✓ Balance

DEX

0

=

0

+

+

✓ Bluff

CHA

3

=

1

+

+

2

✓ Climb

STR

-1

=

-1

+

+

✓ Concentration

CON

1

=

1

+

+

Craft (Armorsmithing)

INT

21

=

3

+

13.0

+

5

Craft (Bowmaking)

INT

21

=

3

+

13.0

+

5

Craft (Leatherworking)

INT

13

=

3

+

10.5

+

✓ Craft (Untrained)

INT

3

=

3

+

+

Craft (Weaponsmithing)

INT

21

=

3

+

13.0

+

5

✓ Diplomacy

CHA

18

=

1

+

13.0

+

4

✓ Disguise

CHA

1

=

1

+

+

✓ Escape Artist

DEX

0

=

0

+

+

✓ Forgery

INT

11

=

3

+

8.0

+

✓ Gather Information

CHA

14

=

1

+

13.0

+

✓ Heal

WIS

2

=

2

+

+

✓ Hide

DEX

0

=

0

+

+

✓ Intimidate

CHA

1

=

1

+

+

✓ Jump

STR

-1

=

-1

+

+

✓ Listen

WIS

2

=

2

+

+

✓ Move Silently

DEX

0

=

0

+

+

✓ Ride

DEX

0

=

0

+

+

✓ Search

INT

16

=

3

+

13.0

+

✓ Sense Motive

WIS

18

=

2

+

13.0

+

3

Speak Language(Undercommon)

1

=

0

+

1.0

+

✓ Spot

WIS

15

=

2

+

13.0

+

✓ Survival

WIS

2

=

2

+

+

✓ Swim

STR

-1

=

-1

+

+

✓ Use Rope

DEX

0

=

0

+

+

=

+

+

=

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Artisan's Tools (Armorsmithing)	Equipped	1	5.0	55.0	
Masterwork Artisan's Tools (Blacksmithing)	Equipped	1	5.0	55.0	
Masterwork Artisan's Tools (Bowmaking)	Equipped	1	5.0	55.0	
Masterwork Artisan's Tools (Weaponsmithing)	Equipped	1	5.0	55.0	
Masterwork Sword (Short)	Equipped	1	2.0	310.0	
Outfit (Artisan's)	Equipped	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			22 lbs. 530.0 gp		

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

SPECIAL ABILITIES
Master Craftman (Ex)

SPECIAL QUALITIES
<b>Base Skill Level</b> Skill Level 10, Journeyman, Helpers 6
<b>Man About town (Ex)</b> 5 weeks

FEATS
<b>Diligent</b> You get a +2 bonus on all Appraise checks and Decipher Script checks.
<b>Leadership</b> Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.
<b>Skill Focus (Craft (Armorsmithing), Craft (Blacksmithing), Craft (Bowmaking), Craft (Weaponsmithing), Sense Motive)</b> You get a +3 bonus on all checks involving that skill.
<b>Armor Proficiency (Light)</b> 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.
<b>Simple Weapon Proficiency</b> You make attack rolls with simple weapons normally.

PROFICIENCIES
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Pincerstaff, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Chondathan, Common, Illuskan, Tethyrian, Undercommon

TEMPLATES
Waterdeep Region