

NAME		PLAYERNAME		DEITY		ALIGNMENT
Gol11		15000	Gold Very Young	Large	0 cm	0 kg
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
11/16	136000	0	Maschio			60
Character Level/ECL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	10	+0	10	+0	10	+0
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	16	+3	16	+3	16	+3

HP

hit points

110

AC

armor class

19

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

Walk 18 m, Swim 18 m, Fly 60 m

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

19

:

19

:

9

=

10

+

0

+

0

+

0

+

-1

+

10

+

0

0

0

0

INITIATIVE

modifier

+0

=

+0

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

14/7

MISC MODIFIER

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	14/7	MISC MODIFIER
✓ Appraise	INT	3	= 3	+			
✓ Balance	DEX	0	= 0	+	+		
✓ Bluff	CHA	3	= 3	+	+		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +7	+ +3	+ +0	+ +0	+ +0	+	
REFLEX (dexterity)	+7	= +7	+ +0	+ +0	+ +0	+ +0	+	
WILL (wisdom)	+10	= +7	+ +3	+ +0	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+15/+10/+5	=	+11/+6/+1	+	+5	+	-1	+	+0	+	+0	+	
RANGED attack bonus	+10/+5/+0	=	+11/+6/+1	+	+0	+	-1	+	+0	+	+0	+	
GRAPPLE attack bonus	+20/+15/+10	=	+11/+6/+1	+	+5	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+15/+10/+5	1d4+5	20/x2	1,5 m

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	BPS	L	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+15		2d6+5				
Special Properties						

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	L	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10/+10		1d8+2				
Special Properties						

*Wing		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	L	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10/+10		1d6+2				
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
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SUBDUAL DAMAGE							DAMAGE REDUCTION		SPEED		
									Walk 18 m, Swim 18 m, Fly 60 m		
0	+0	+0	+0	+0	-1	+10	+0		0	+0	0
BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC		MISS CHANCE	ARCANE SPELL RESIST	ARMOR CHECK CAPACITY	SPELL RESIST

Skill Name	Key Ability	SKILLS				14/7
		Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier	
✓ Appraise	INT	3	= 3	+	+	
✓ Balance	DEX	0	= 0	+	+	
✓ Bluff	CHA	3	= 3	+	+	
✓ Climb	STR	5	= 5	+	+	
✓ Concentration	CON	17	= 3	+	+14.0	
✓ Craft (Untrained)	INT	3	= 3	+	+	
✓ Diplomacy	CHA	17	= 3	+	+14.0	
✓ Disguise	CHA	3	= 3	+	+	
✓ Escape Artist	DEX	0	= 0	+	+	
✓ Forgery	INT	3	= 3	+	+	
✓ Gather Information	CHA	5	= 3	+	+	2
✓ Heal	WIS	3	= 3	+	+	
✓ Hide	DEX	-4	= 0	+	+	-4
✓ Intimidate	CHA	17	= 3	+	+14.0	
✓ Jump	STR	17	= 5	+	+	12
Knowledge (Arcana)	INT	8	= 3	+	+5.0	
Knowledge (Geography)	INT	17	= 3	+	+14.0	
Knowledge (History)	INT	8	= 3	+	+5.0	
Knowledge (Local)	INT	15	= 3	+	+12.0	
Knowledge (Psionics)	INT	8	= 3	+	+5.0	
Knowledge (Religion)	INT	8	= 3	+	+5.0	
✓ Listen	WIS	19	= 3	+	+14.0	2
✓ Move Silently	DEX	0	= 0	+	+	
✓ Ride	DEX	0	= 0	+	+	
✓ Search	INT	3	= 3	+	+	
✓ Sense Motive	WIS	3	= 3	+	+	
Speak Language(Common)		1	= 0	+	+1.0	
✓ Spot	WIS	19	= 3	+	+14.0	2
✓ Survival	WIS	3	= 3	+	+	
✓ Swim	STR	21	= 5	+	+8.0	8
✓ Use Rope	DEX	0	= 0	+	+	
			=	+	+	
			=	+	+	

*Tail Slap		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	L	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+10			1d8+2			
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Claw	Equipped	1	0.0	0.0	
Wing	Equipped	1	0.0	0.0	
Tail Slap	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

SPECIAL ATTACKS	
Breath Weapon (Su) 40' Cone of Fire 4d10 Fire DC 18	
Breath Weapon (Su) 40' Cone of Weakening Gas DC 18 or -0 STR	

SPECIAL QUALITIES	
Alternate Form (Su) 3/day	
Immunity To Fire (Ex) You never take Fire damage	
Immunity To Paralysis (Ex) You can never be paralysed	
Immunity To Sleep (Ex) You are never subject to sleep effects	
Vulnerability To Cold (Ex) You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure	
Water Breathing (Ex)	

FEATS	
Alertness You get a +2 bonus on all Listen checks and Spot checks.	
Flyby Attack When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.	
Hover When flying, the creature can halt its forward motion and hover in place as a move action.	
Wingover A flying creature with this feat can change direction quickly once each round as a free action.	

PROFICIENCIES	
Bite, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Tail Slap, Unarmed Strike, Wing	

LANGUAGES	
Common, Draconic	