

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Fighter9	36000	Dwarf	Medium / 5.0 ft.	4' 0"	197 lbs.	Darkvision (60'), Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	64		Brown	Red, Braided	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	18	+4	20	+5			<b>HP</b> Hit Points	126		<b>Walk 20'</b>
<b>DEX</b> Dexterity	14	+2	14	+2			<b>AC</b> Armour Class	25	= 23 : 13	: 10 + 7 + 4 + 2 + 0 + 1 + 1
<b>CON</b> Constitution	19	+4	19	+4			TOTAL	FLAT	TOUCH	BASE
<b>INT</b> Intelligence	14	+2	14	+2			INITIATIVE	2	= 2 + 0	DEX MODIFIER
<b>WIS</b> Wisdom	8	-1	8	-1			TOTAL	DEX MODIFIER	MISC MODIFIER	
<b>CHA</b> Charisma	7	-2	7	-2			BASE ATTACK	+9/+4		

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
<b>Fortitude</b> Constitution	+10	= +6	+ +4	+ +0	+ +0	+ +0		
<b>Reflex</b> Dexterity	+5	= +3	+ +2	+ +0	+ +0	+ +0		
<b>Willpower</b> Wisdom	+2	= +3	+ -1	+ +0	+ +0	+ +0		

MELEE	TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
<b>Melee</b> ATTACK BONUS	+14/+9	= +9/+4	+ 5	+ 0	+ 0	+ 0		
<b>Ranged</b> ATTACK BONUS	+11/+6	= +9/+4	+ 2	+ 0	+ 0	+ 0		
<b>Grapple</b> ATTACK BONUS	+14/+9	= +9/+4	+ 5	+ 0	+ 0	+ 0		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+5	20/x2

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
<b>*Flaming Dwarven Waraxe +2</b>	+16/+11	1d10+9	20/x3	P	0'	S	M

<b>Masterwork Composite +5 Longbow</b>	+12/+7	1d8+5	20/x3	C	110'	P	M
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ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
<b>*Breastplate +2</b>	Medium	+7	+3	-3	25

(Breastplate (Masterwork/+2 (Armor))), Masterwork, Steel	TYPE	AC	CHECK	SPELL FAILURE
<b>*Heavy Darkwood Shield +2</b>	Heavy	+4	+0	15

ITEMS	AC
<b>*Amulet of Natural Armor +1</b>	+1

Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1	+1
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<b>*Ring of Protection +1</b>	+1
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Grants +1 deflection bonus to AC	
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AMMUNITION	
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Arrows (20) (2)	
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## SKILLS

MAX RANKS

12/6

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	= 2	+ 0	+ 0
Balance	DEX	1	= 2	+ 2	+ -3
Bluff	CHA	-2	= -2	+ 0	+ 0
Climb	STR	4	= 5	+ 2	+ -3
Concentration	CON	4	= 4	+ 0	+ 0
Diplomacy	CHA	-2	= -2	+ 0	+ 0
Disguise	CHA	-2	= -2	+ 0	+ 0
Escape Artist	DEX	-1	= 2	+ 0	+ -3
Forgery	INT	2	= 2	+ 0	+ 0
Gather Information	CHA	-2	= -2	+ 0	+ 0
Heal	WIS	-1	= -1	+ 0	+ 0
Hide	DEX	-1	= 2	+ 0	+ -3
Intimidate	CHA	-2	= -2	+ 0	+ 0
Jump	STR	3	= 5	+ 7	+ -9
Listen	WIS	2	= -1	+ 3	+ 0
Move Silently	DEX	-1	= 2	+ 0	+ -3
Ride	DEX	-3	= 2	+ 0	+ -5
Search	INT	5	= 2	+ 3	+ 0
Sense Motive	WIS	1	= -1	+ 2	+ 0
Spot	WIS	2	= -1	+ 3	+ 0
Survival	WIS	2	= -1	+ 3	+ 0
Swim	STR	2	= 5	+ 3	+ -6
Tumble	DEX	2	= 2	+ 1	+ -1
Use Rope	DEX	3	= 2	+ 1	+ 0

= Useable Untrained

## EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
<b>Amulet of Natural Armor +1</b> (Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1)	Equipped	1	0.01	2000	<b>Heavy Darkwood Shield +2</b> (Darkwood, Wood)	Equipped	1	5	4257
<b>Arrows (20)</b> (Steel, Wood)	Backpack	1	3	1	<b>Masterwork Composite +5 Longbow</b> (Masterwork, Wood, Mighty Bow)	Carried	1	3	900
<b>Arrows (20)</b> (Steel, Wood)	Carried	1	3	1	<b>Explorer's Outfit</b>	Equipped	1	8	0
<b>Backpack</b>	Equipped	1	2	2	<b>Potion of Cure Light Wounds</b>	Belt Pouch	1	0.1	50
<b>Breastplate +2</b> ((Breastplate (Masterwork/+2 (Armor))), Masterwork, Steel)	Equipped	1	30	4350	<b>Belt Pouch</b>	Equipped	1	0.5	1
<b>Flaming Dwarfen Waraxe +2</b> (Masterwork, Steel, Flaming)	Equipped	1	8	18330	<b>Ring of Protection +1</b> (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
<b>Flint and Steel</b>	Belt Pouch	1	0	1	<b>Silk Rope (50')</b>	Backpack	1	5	10
<b>Gauntlets of Ogre Power</b> (Grant the wearer great strength, adding a +2 enhancement bonus to his Strength score)	Equipped	1	4	4000	<b>TOTAL WEIGHT CARRIED/VALUE</b>	<b>63.62 lbs.</b>	<b>36103 gp</b>		

## WEIGHT ALLOWANCE

<b>Light</b>	133	<b>Medium</b>	266	<b>Heavy</b>	400
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## MONEY

## SPECIAL ABILITIES

+4 Dodge bonus to Armor Class against monsters of the giant type, +2 racial bonus on Appraise and Craft checks that are related to stone or metal, +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells, Stability ~ +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground, Stonecunning ~ +2 racial bonus on Search checks to notice unusual stonework, can also intuit depth, sensing approximate depth underground

## PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard/Martial), Sword (Short), Touch Spell, Trident, Unarmed Strike, Urgrosh (Dwarven), Wakizashi, Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

## LANGUAGES

Common, Dwarven, Giant, Literacy, Undercommon

## FEATS

NAME	DESCRIPTION
Armor Proficiency (Heavy)	You are proficient with heavy armor
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Cleave	You can follow through with powerful blows
Combat Expertise	You are trained at using your combat skill for defense as well as offense
Dodge	You are adept at dodging blows
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Mobility	You are skilled at dodging past opponenets and avoiding blows
Power Attack	You can make exceptionally powerful melee attacks
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Spring Attack	You are trained in fast melee attacksd and fancy footwork
Tower Shield Proficiency	You are proficient with tower shields
Weapon Focus (Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial))	You are especialy good at using the chosen weapon
Weapon Specialization (Waraxe (Dwarven/Martial), Waraxe (Dwarven/Exotic))	You deal extra damage with the chosen weapon
Whirlwind Attack	You can strike nearby opponents in an amazing spinning attack