

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Fighter9	36000	Dwarf	Medium / 5.0 ft.	4' 2"	145 lbs.	Darkvision (60'), Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	62	Male	Gray	Gray, Braids	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	18	+4	20	+5			HP Hit Points	135		Walk 20'
DEX Dexterity	13	+1	13	+1			AC Armour Class	25	= 24 : 12 : 10 + 12 + 0 + 1 + 0 + 1 + 1	
CON Constitution	20	+5	20	+5			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	13	+1	13	+1			INITIATIVE	1	= 1 + 0	ARMOR BONUS
WIS Wisdom	8	-1	8	-1			Modifier	TOTAL	DEX MODIFIER	SHIELD BONUS
CHA Charisma	6	-2	6	-2			BASE ATTACK	+9/+4	MISC MODIFIER	STAT BONUS
										SIZE BONUS
										NATURAL ARMOR
										MISC BONUS
										MISS CHANCE
										ARCANE FAILURE
										ARMOR CHECK
										MAX DEX
										SPELL RESIST.

MAX RANKS	12/6
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SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+12	= +6	+ +5	+ +1	+ +0	+ +0		
Reflex Dexterity	+5	= +3	+ +1	+ +1	+ +0	+ +0		
Willpower Wisdom	+3	= +3	+ -1	+ +1	+ +0	+ +0		
Melee ATTACK BONUS	+14/+9	= +9/+4	+ 5	+ 0	+ 0	+ 0		
Ranged ATTACK BONUS	+10/+5	= +9/+4	+ 1	+ 0	+ 0	+ 0		
Grapple 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	
*Greataxe +2	+16/+11	1d12+9	20/x3	B	0'	S	M	
Masterwork Composite +4 Longbow	+11/+6	1d8+4	20/x3	C	110'	P	M	
		Masterwork, Wood, Mighty Bow						
ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE			
*Full Plate +4	Heavy	+12	+1	-5	35			
	Masterwork, Steel							
SHIELD	TYPE	AC	CHECK	SPELL FAILURE				
ITEMS	AC							
*Amulet of Natural Armor +1	+1							
Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1								
*Ring of Protection +1	+1							
Grants +1 deflection bonus to AC								
AMMUNITION								
Arrows (20) (2)								

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	1	= 1	+ 0	+ 0
Balance	DEX	-3	= 1	+ 1	+ -5
Bluff	CHA	-2	= -2	+ 0	+ 0
Climb	STR	1	= 5	+ 1	+ -5
Concentration	CON	5	= 5	+ 0	+ 0
Diplomacy	CHA	-2	= -2	+ 0	+ 0
Disguise	CHA	-2	= -2	+ 0	+ 0
Escape Artist	DEX	-4	= 1	+ 0	+ -5
Forgery	INT	1	= 1	+ 0	+ 0
Gather Information	CHA	-2	= -2	+ 0	+ 0
Heal	WIS	-1	= -1	+ 0	+ 0
Hide	DEX	-4	= 1	+ 0	+ -5
Intimidate	CHA	-2	= -2	+ 0	+ 0
Jump	STR	-1	= 5	+ 5	+ -11
Listen	WIS	2	= -1	+ 3	+ 0
Move Silently	DEX	-4	= 1	+ 0	+ -5
Ride	DEX	-4	= 1	+ 0	+ -5
Search	INT	2	= 1	+ 1	+ 0
Sense Motive	WIS	1	= -1	+ 2	+ 0
Spot	WIS	2	= -1	+ 3	+ 0
Survival	WIS	1	= -1	+ 2	+ 0
Swim	STR	-3	= 5	+ 2	+ -10
Tumble	DEX	-1	= 1	+ 1	+ -3
Use Rope	DEX	2	= 1	+ 1	+ 0
= Useable Untrained					

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Amulet of Natural Armor +1 (Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1)	Equipped	1	0.01	2000	Gauntlets of Ogre Power (Grant the wearer great strength, adding a +2 enhancement bonus to his Strength score)	Equipped	1	4	4000
Potion of Cure Light Wounds	Belt Pouch	1	0.1	50	Greataxe +2 (Masterwork, Steel)	Equipped	1	12	8320
Arrows (20) (Steel, Wood)	Backpack	1	3	1	Masterwork Composite +4 Longbow (Masterwork, Wood, Mighty Bow)	Carried	1	3	800
Arrows (20) (Steel, Wood)	Carried	1	3	1	Explorer's Outfit	Equipped	1	8	0
Backpack	Equipped	1	2	2	Belt Pouch	Equipped	1	0.5	1
Cloak of Resistance +1 (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Flint and Steel	Belt Pouch	1	0	1	Silk Rope (50')	Backpack	1	5	10
Full Plate +4 (Masterwork, Steel)	Equipped	1	50	17650	TOTAL WEIGHT CARRIED/VALUE		83.62 lbs.		36036 gp

WEIGHT ALLOWANCE

Light	133	Medium	266	Heavy	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

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 (Greataxe)	You are especialy good at using the chosen weapon
Weapon Specialization (Greataxe)	You deal extra damage with the chosen weapon
Whirlwind Attack	You can strike nearby opponents in an amazing spinning attack