

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Fighter9	36000	Half-Elf	Medium / 5.0 ft.	5' 2"	121 lbs.	Low-Light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	27		Green	Pale Yellow, Mullet	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	16	+3	16	+3			HP Hit Points	99		Walk 30'
DEX Dexterity	20	+5	22	+6			AC Armour Class	24	= 18 : 17 : 10 + 7 + 0 + 6 + 0 + 0 + 1	
CON Constitution	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	14	+2	14	+2			INITIATIVE Modifier	10	= 6 + 4	ARMOR BONUS
WIS Wisdom	8	-1	8	-1			TOTAL	DEX MODIFIER	MISC MODIFIER	SHIELD BONUS
CHA Charisma	8	-1	8	-1			BASE ATTACK Bonus	+9/+4		STAT BONUS

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS	SKILLS	MAX RANKS
Fortitude Constitution	+8	= +6	+ +1	+ +1	+ +0	+ +0			Appraise	INT 2 = 2 + 0 + 0
Reflex Dexterity	+10	= +3	+ +6	+ +1	+ +0	+ +0			Balance	DEX 6 = 6 + 0 + 0
Willpower Wisdom	+3	= +3	+ -1	+ +1	+ +0	+ +0			Bluff	CHA -1 = -1 + 0 + 0

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

Melee ATTACK BONUS	Ranged ATTACK BONUS	Grapple ATTACK BONUS	UNARMED	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
+12/+7	+15/+10	+12/+7	+15/+10	*Frost Spiked Chain +2	+19/+14	2d4+8	20/x2	B	0'	P	M

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Arrows (20) (Steel, Wood)	Backpack	1	3	1	Masterwork Composite +3 Longbow (Masterwork, Wood, Mighty Bow)	Carried	1	3	700
Arrows (20) (Steel, Wood)	Carried	1	3	1	Mithral Chain Shirt +3 (Mithral (Light), Steel)	Equipped	1	12.5	10100
Cloak of Resistance +1 (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Explorer's Outfit	Equipped	1	8	0
Backpack	Equipped	1	2	2	Belt Pouch	Equipped	1	0.5	1
Flint and Steel	Belt Pouch	1	0	1	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Frost Spiked Chain +2 (Masterwork, Steel, Frost)	Equipped	1	10	18325	Silk Rope (50')	Backpack	1	5	10
Gloves of Dexterity +2 (Add to the wearers Dexterity score in the form of an enhancement bonus of +2)	Equipped	1	0.01	4000	TOTAL WEIGHT CARRIED/VALUE		40.02 lbs.	36141 gp	

WEIGHT ALLOWANCE

Light	76	Medium	153	Heavy	230
-------	----	--------	-----	-------	-----

MONEY

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects, Elven Blood, Immunity to magic sleep effects

PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Chain (Spiked), 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, Wakizashi, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Elven, Giant, Gnoll, 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
Combat Expertise	You are trained at using your combat skill for defense as well as offense
Combat Reflexes	You can respond quickly and repeatedly to opponents who let their defenses down
Exotic Weapon Proficiency	You are proficient with the selected exotic weapon
Greater Weapon Focus (Chain (Spiked))	You are especially good at using the chosen weapon
Improved Initiative	You can react more quickly than normal in a fight
Improved Trip	You are trained not only in tripping opponents, but also in following through with an attack
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
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
Tower Shield Proficiency	You are proficient with tower shields
Weapon Finesse	You are especially skilled at using weapons that can benefit as much from dexterity as from strength
Weapon Focus (Chain (Spiked))	You are especially good at using the chosen weapon
Weapon Specialization (Chain (Spiked))	You deal extra damage with the chosen weapon