

				Neutral Good	St. Cuthbert	0
CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Fighter9	36000	Half-Orc	Medium / 5.0 ft.	5' 8"	170 lbs.	Darkvision (60'), Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000			Green	Black, Topknot	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																	
STR Strength	18	+4	18	+4			HP Hit Points	117							Walk 20'																	
DEX Dexterity	17	+3	17	+3			AC Armour Class	23	=	20	:	15	:	10	+	8	+	0	+	3	+	0	+	0	+	2			25	-3	3	0
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	ARCANE FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST.											
INT Intelligence	12	+1	12	+1			INITIATIVE Modifier	3	=	3	+	0																				
WIS Wisdom	8	-1	8	-1			TOTAL	DEX MODIFIER	MISC MODIFIER											SKILLS										MAX RANKS		12/6

CHA

Charisma

6

-2

6

-2

BASE ATTACK

Bonus

+9/+4

SAVING THROWS

TOTAL

BASE

STAT

MAGIC

EPIC

MISC

TEMPORARY

CONDITIONAL MODIFIERS

Fortitude

Constitution

+10

=

+6

+

+3

+

+1

+

+0

+

+0

+

Reflex

Dexterity

+7

=

+3

+

+3

+

+1

+

+0

+

+0

+

Willpower

Wisdom

+3

=

+3

+

-1

+

+1

+

+0

+

+0

+

TOTAL

BASE ATTACK

STAT

SIZE

EPIC

MISC

TEMPORARY

Melee

ATTACK BONUS

+13/+8

=

+9/+4

+

4

+

0

+

0

+

0

+

Ranged

ATTACK BONUS

+12/+7

=

+9/+4

+

3

+

0

+

0

+

0

+

Grapple

ATTACK BONUS

+13/+8

=

+9/+4

+

4

+

0

+

0

+

0

+

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

= Useable Untrained

WEAPON	+ATTACK BONUS	BONUS	DAMAGE	CRITICAL			
		+13/+8	1d3+4		20/x2		
		DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Composite Longbow	+13/+8	1d8+4	20/x3	C	110'	P	M
Masterwork, Wood, Mighty Bow							

*Orc Double Axe +2/+2	+15/+10;+15/+10	1d8+8/+6	20/x3/3	T	0'	S/S	M
Masterwork, Steel							

*Orc Double Axe +2/+2 (Head 1 only)							
+17/+12	1d8+10	20/x3	T	0'	S	M	
Masterwork, Steel							

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breastplate +3	Medium	+8	+3	-3	25
	Masterwork, Steel				

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
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ITEMS	AC
<b>*Ring of Protection +2</b>	<b>+2</b>
Grants +2 deflection bonus to AC	

## AMMUNITION

Arrows (20) (2)

## EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Arrows (20) (Steel, Wood)	Backpack	1	3	1	<b>Orc Double Axe +2/+2</b> (Masterwork, Steel)	Equipped	1	15	16660
Arrows (20) (Steel, Wood)	Carried	1	3	1	Explorer's Outfit	Equipped	1	8	0
Backpack	Equipped	1	2	2	Potion of Cure Light Wounds	Belt Pouch	1	0.1	50
<b>Breastplate +3</b> (Masterwork, Steel)	Equipped	1	30	9350	Belt Pouch	Equipped	1	0.5	1
<b>Cloak of Resistance +1</b> (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Ring of Protection +2 (Grants +2 deflection bonus to AC)	Equipped	1	0.01	8000
Flint and Steel	Belt Pouch	1	0	1	Silk Rope (50')	Backpack	1	5	10
Composite Longbow (Masterwork, Wood, Mighty Bow)	Carried	1	3	800	TOTAL WEIGHT CARRIED/VALUE				62.61 lbs. 36076 gp

## WEIGHT ALLOWANCE

<b>Light</b>	100	<b>Medium</b>	200	<b>Heavy</b>	300
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## MONEY

## SPECIAL ABILITIES

Orc Blood
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## PROFICIENCIES

Axe (Orc Double), 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, Wakizashi, Waraxe (Dwarven/Martial), Warhammer
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## LANGUAGES

Abyssal, Common, Literacy, Orc
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## 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
Exotic Weapon Proficiency	You are profiocient with the selected exotic weapon
Greater Weapon Focus (Axe (Orc Double))	You are especialy good at using the chosen weapon
Improved Two-Weapon Fighting	You are an expert in fighting two-handed
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
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
Tower Shield Proficiency	You are proficient with tower shields
Two-Weapon Defense	Your two-weapon fighting skill bolsters your defense as well as your offense
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon
Weapon Focus (Axe (Orc Double))	You are especialy good at using the chosen weapon
Weapon Specialization (Axe (Orc Double))	You deal extra damage with the chosen weapon