

CHARACTER RECORD SHEET

SPEED

Character name: Druan Firecrag, Player name: [blank], Deity/Religion: [blank], Region: The Misty Mountains. Race: Dwarf | Humanoid (dwarf), Alignment: Lawful Good, Size: Medium, Age: 140, Gender: Male, Height: 4' 2", Weight: 145 lb. Class: Fighter 6, Char Lvl: 6, Description: A tough, firey dwarf.

Speed: 20 ft. / x4. Other speeds: [blank]. Encumbrance: Light. Spell Resistance: [blank].

Ability scores table: STR 15 (+2), DEX 12 (+1), CON 17 (+3), INT 11 (+0), WIS 13 (+1), CHA 9 (-1). Includes Temp Score, Temp P, and Other Mod columns.

HIT POINTS: Total 64. Includes Lethal and Nonlethal sections, and a Damage Reduction field.

CONDITIONS table with Energy Drain column.

SPELLS & EFFECTS table.

CHANNEL ENERGY (Not Available). Effective Level 0, Other DC Mods [blank], Times/Day [blank], Used [blank].

FORTITUDE SAVE: +10 = 5 + 3 + 0 + 2. REFLEX SAVE: +3 = 2 + 1 + 0 + 0. WILL SAVE: +3 = 2 + 1 + 0 + 0. Notes: +2 racial bonus vs. spells/spell-like abilities.

GENERAL COMBAT: Initiative +1, AC 18 (10 + 7 + 0 + 1 + 0 + 0 + 0 + 0), MELEE +8 (6 + Str), RANGED +7 (6 + Dex), CMD 19 (10 + 6 + 2 + 1 + 0 + 0 + 0 + 0).

SENSES: Perception +1, Darkvision 60'.

WEAPONS AND ATTACKS table listing Battleaxe, Flail, Unarmed Strike, Shortbow, and Longspear with their respective stats and combat options.

SKILLS table listing various skills like Acrobatics, Climb, Ride, and Knowledge with key skills, racial adjustments, and armor check penalties.

* Armor Check Penalty applies. NA skills cannot be used untrained.

CAMPAIGN

Death in the Deep

EXPERIENCE

CURRENT TOTAL: 35 000 NEXT LEVEL: Medium PROGRESSION

LANGUAGES

STARTING/BONUS LANGUAGES: Common and Dwarven

MAGIC ITEMS

Table with columns: ITEM, VALUE, WEIGHT. Rows include: BELT (BELT OR GIRDLE), BODY (ROBE OR VESTMENT), CHEST (MANTLE, VEST, OR SHIRT), EYES (PAIR OF LENSES OR GOGGLES), FEET (PAIR OF BOOTS, SHOES, OR SLIPPERS), HAND (ONE GLOVE OR GAUNTLET), HEAD (CIRCLET, CROWN, HAT, HELM, OR MASK), HEADBAND (HEADBAND OR PHYLACTERY), NECK (AMULET, BROOCH, MEDALLION, NECKLACE, PERIAPT, SCARAB), RING, SHOULDERS (CLOAK OR CAPE), WRISTS (PAIR OF BRACERS OR BRACELETS).

LANGUAGES

Empty box for listing languages.

COIN

PLATINUM 300 GOLD SILVER COPPER 6.00 WEIGHT

16 000 WEALTH BY LEVEL

84.00 WEALTH VARIANCE

ENCUMBRANCE

66 LIGHT LOAD, 200 LIFT OVER, 133 MED LOAD, 400 LIFT OFF, 200 HEAVY LOAD, 1 000 PUSH DRAG

ARMOR, SHIELD, & OTHER PROTECTION

Table for Armor: Splint Mail. Value: 200, ENH: None, SPECIAL MATERIAL: None, MODIFICATIONS: None. Category: Heavy, Armor: +7, Max Dex: +1, Armor Check: -6, Arcane Failure: 40%, SPD Red: Yes, WGT (lb.): 45.0.

Table for Shield: Heavy Wooden Shield. Value: 1 257, ENH: +1, SPECIAL MATERIAL: Darkwood. Shield Bonus: +3, Max Dex: -, Armor Check: 0, Arcane Failure: 15%, WGT (lb.): 5.0.

GEAR / OTHER POSSESSIONS

Table with columns: ITEM, QTY, GP, WGT, CARRIED. Rows include: Arrows (40), A well used drinking horn.

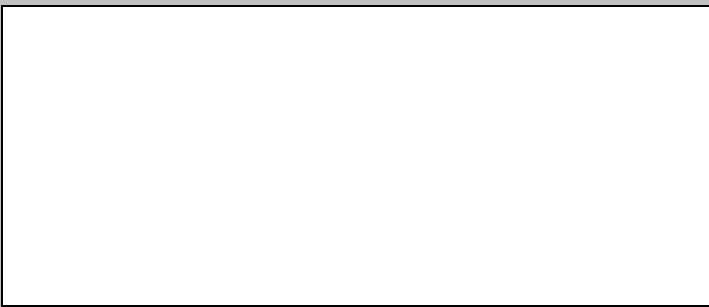
OTHER MAGIC ITEMS

Table with columns: MAGIC ITEM, VALUE, WEIGHT. Multiple rows for listing magic items.

RACIAL ABILITIES

- Darkvision: see w/out light to specified range (black-and-white only); presence of light does not spoil darkvision
- Defensive Training: +4 Dodge bonus to AC vs. Giants
- Greed: +2 Racial bonus to Appraise nonmagical goods w/ precious metals or gemstones
- Hardy: +2 Racial bonus on saves vs. poison, spells, and spell-like abilities
- Hatred (orcs and goblinoids): +1 bonus on attack rolls vs. hated foes
- Slow and Steady: speed is never modified by armor or encumbrance
- Stability: +4 Racial bonus to CMD vs. bull rush/trip while on ground
- Stonecunning: +2 bonus on Perception checks to notice unusual stonework; make check to notice such if passing w/in 10', even if not actively looking
- Weapon Familiarity (Dwarven): proficient w/ Battleaxe, Heavy Pick, Warhammer; all "Dwarven" weapons are Martial

TRAITS



FEATS (feats marked with † are not yet fully automated)

- Armor Proficiency, Heavy: No penalties on attack rolls while wearing heavy armor
- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Armor Proficiency, Medium: No penalties on attack rolls while wearing medium armor
- Diehard: When reduced to negative HP, may choose to be Disabled or Unconscious rather than Dying; automatically stabilize & do not need to make a Con check to avoid losing HP (performing Standard Action or other strenuous action still deals 1 HP dmg after completing the act)
- Endurance: +4 bonus on Swim checks to resist nonlethal dmg from exhaustion; Con checks to (1) continue running, (2) avoid nonlethal dmg from forced march, (3) hold your breath (4) avoid nonlethal dmg from starvation/thirst; Fort saves to (1) avoid nonlethal dmg from hot/cold environs and (2) resist dmg from suffocation; may sleep in Light/Medium armor w/out becoming fatigued
 - Great Fortitude: +2 on Fortitude saves
- Shield Proficiency: No penalties on attack rolls when using a shield
- Tower Shield Proficiency: No penalties on attack rolls when using a tower shield
- Weapon Focus [Battleaxe]: +1 bonus on attack rolls with Battleaxe
- Weapon Focus, Greater [Battleaxe]: +2 bonus on attack rolls with Battleaxe (replaces Weapon Focus bonus)
- Weapon Specialization [Battleaxe]: +2 bonus on dmg rolls with Battleaxe
- Weapon Specialization, Greater [Battleaxe]: +4 bonus on damage rolls with Battleaxe (replaces Weapon Specialization bonus)

CLASS ABILITIES

FAVORED CLASS RACIAL BENEFITS (not yet automated)

Fighter: +0 CMD vs. bull rush/trip

FIGHTER

- Bonus Combat Feats: Gains 4 bonus Combat feat(s); at 4th level, and every fourth fighter level thereafter may learn new Combat feat in place of one already known
- Bravery (Ex): +2 bonus on Will saves vs. fear
- Armor Training (Ex): While wearing armor, reduce armor check penalty by 1 (min 0), increase max Dex bonus by 1; may move at normal speed while wearing medium armor
- Weapon Training (Ex): Gain +1 to attack and damage when using Axes; bonus also applies to combat maneuvers