

Konrad

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ftr7	Human	Medium	Neutral Evil
CLASS	EXPERIENCE	HEIGHT	WEIGHT
7	26153	6'0"	190 lbs
LEVEL	NEXT LEVEL	AGE	HAIR
	28000	24	Blond, Bowl cut
		Male	0
		GENDER	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4		
DEX Dexterity	12	+1		
CON Constitution	18	+4		
INT Intelligence	13	+1		
WIS Wisdom	13	+1		
CHA Charisma	12	+1		

HP hit points	79	WOUNDS/CURRENT HP					SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED Walk 20'			
AC armor class	19	18	11	10	8	1	0	0	0	0	35	-6	0	ARCANE SPELL FAILURE		
INITIATIVE modifier		+1		+1	+0											
BASE ATTACK bonus		+7/+2														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	+5	+4	+0	+0		
REFLEX (dexterity)	+3	+2	+1	+0	+0		
WILL (wisdom)	+3	+2	+1	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
attack bonus	+11/+6	+7/+2	+4	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
attack bonus	+8/+3	+7/+2	+1	+0	+0	

SKILLS		MAX RANKS: 10/5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	8	= 4	+ 10.0	+ -6
Craft (Armorsmithing)	INT	6	= 1	+ 5.0	+ 0
Craft (Basketweaving)	INT	6	= 1	+ 5.0	+ 0
Craft (Weaponsmithing)	INT	6	= 1	+ 5.0	+ 0
Handle Animal	CHA	3	= 1	+ 2.0	+ 0
✓ Jump	STR	3	= 4	+ 5.0	+ -6
✓ Move Silently	DEX	1	= 1	+ 6.0	+ -6
✓ Ride	DEX	12	= 1	+ 11.0	+ 0
✓ Sense Motive	WIS	2	= 1	+ 1.5	+ 0
✓ Spot	WIS	3	= 1	+ 2.0	+ 0
✓ Swim	STR	-3	= 4	+ 9.0	+ -16

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d3+4	20/x2

Mighty Composite Longbow (+4 Str Bonus)	HAND	TYPE	SIZE	CRITICAL	
	Carried	P	L	20/x3	
To Hit	30'	110'	220'	330'	440'
	+8/+3	+8/+3	+6/+1	+4/-1	+2/-3
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
Ammunition Used	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□				
Special Properties					

*Chain +1 (Spiked)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	P	L	20/x2
To Hit	Dam	To Hit	Dam	
1H-P	N/A	N/A	2W-P-(OH)	N/A
1H-O	N/A	N/A	2W-P-(OL)	N/A
2H	+13/+8	2d4+9	2W-OH	N/A
Special Properties				

Warhammer	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	M	20/x3
To Hit	Dam	To Hit	Dam	
1H-P	+12/+7	1d8+6	2W-P-(OH)	+6/+1
1H-O	+8/+3	1d8+4	2W-P-(OL)	+8/+3
2H	+12/+7	1d8+8	2W-OH	+2
Special Properties				

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate	Heavy	+8	+1	-6	35

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Acid (Flask)	Equipped	1	1.25	10
Mighty Composite Longbow (+4 Str Bonus)	Carried	1	3	500
0.0 lbs				
Antitoxin (Vial)	Equipped	1	0.0625	50
Backpack	Carried	1	2	2
1.5 lbs, 1.0 Rations (Trail/Per Day), 1.0 Waterskin, 1.0 Sack				
Chain +1 (Spiked)	Equipped	1	15	2325
Full Plate	Equipped	1	50	1500
Potion of Bull's Strength	Equipped	1	0	300
□				
Potion of Cure Moderate Wounds	Equipped	1	0	300
□				
Rations (Trail/Per Day)	Backpack	1	1	0.5
Sack	Backpack	1	0.5	0.1
0.0 lbs				
Tanglefoot Bag	Equipped	1	4	50
Warhammer	Carried	1	8	12
Waterskin	Backpack	1	0	1
0.0 lbs				
TOTAL WEIGHT CARRIED/VALUE		84.8125 lbs		5050.6 gp

WEIGHT ALLOWANCE

Light	Medium	Heavy
116.0	233.0	350.0

MONEY

SPECIAL ABILITIES

FEATS

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Blind-Fight
- Cleave
- Exotic Weapon Proficiency
- Martial Weapon Proficiency
- Power Attack
- Shield Proficiency
- Simple Weapon Proficiency
- Weapon Focus (Warhammer, Chain (Spiked))
- Weapon Specialization (Warhammer, Chain (Spiked))

PROFICIENCIES

Acis, Angle Knife, Ankus, Armor Spikes, Axe, Axe (Carpenter's), Axe (Throwing), Battleaxe, Bec de Corbin, Bladed Bow, Blowgun, Chain (Spiked), Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flamberge, Flametongue, Flax, Gauntlet, Gauntlet (Spiked), Gauntlets (Clawed), Gladius, Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Half Moon Spear, Halfspear, Hammer (Light), Handaxe, Javelin, Karvar, Katana (Martial), Khopesh, Kusari-gama, Lance, Longbow, Longbow (Composite), Longspear, Longsword, MARTIAL, Mace, Mind-blade, Morningstar, Pick, Pike, Pilum, Quarterstaff, Ranseur, Rapier, SIMPLE, Sap, Sawtooth, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Sickle, Sling, Spider Throwing Knife, Spiked Helmet, Staff Sling, Sword (Bastard/Martial), Sword (Cane), Sword (Gauntlet), Sword (Short), Sword (Tulwar), Sword-Pike, Trident, Unarmed Strike, Wakizashi, War Rake, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common

Notes:

New Item:

New Value