

Cailas, son of Karick

CHARACTER NAME: **Fighter/Rogue**
 CLASS: **4/3**
 LEVEL: **Medium**
 RACE: **Human**
 TYPE: **Humanoid (human)**

Josh Freeman

PLAYER: **Male**
 ALIGNMENT: **Chaotic Good**
 GENDER: **20**
 AGE: **20**
 HEIGHT: **5**
 WEIGHT: **150**
 EYES: **Blue**
 HAIR: **Brown**



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	15	+2		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	12	+1		
WIS WISDOM	8	-1		
CHA CHARISMA	12	+1		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS: 59			20 ft/x4
AC ARMOR CLASS: 20	10 (Base) + +6 (Armor) + +2 (Shield) + +2 (DEX) + +0 (Size) + +0 (Natural) + +0 (Deflect) + +0 (Misc)		-4 (Armor Check Penalty)

TOUCH ARMOR CLASS: 12	FLAT-FOOTED ARMOR CLASS: 18
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INITIATIVE MODIFIER: +6	+2 (DEX) + +4 (MSC)	
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MSC MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+5	+3	+0	+0		
REFLEX (DEXTERITY)	+6	+4	+2	+0	+0		
WILL (WISDOM)	+1	+2	-1	+0	+0		

BASE ATTACK BONUS : +6/+1	SPELL RESISTANCE : 0
GRAPPLE MODIFIER: +8	ARCANE SPELL FAILURE : 0

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MSC MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+8/+3	6	+2	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MSC MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+8/+3	6	+2	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longsword	+10/+5	1d8+5	19-20/x2
RANGE: 0 ft WEIGHT: 4 lb TYPE: S SIZE: Medium	SPECIAL PROPERTIES: One-handed		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork shortbow	+9/+4	1d6	20/x3
RANGE: 60 ft WEIGHT: 2 lb TYPE: P SIZE: Medium	SPECIAL PROPERTIES: Two-handed		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE: WEIGHT: TYPE: SIZE:	SPECIAL PROPERTIES:		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE: WEIGHT: TYPE: SIZE:	SPECIAL PROPERTIES:		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE: WEIGHT: TYPE: SIZE:	SPECIAL PROPERTIES:		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE: WEIGHT: TYPE: SIZE:	SPECIAL PROPERTIES:		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS			
			ABILITY MODIFIER	RANKS	10 / 5	
<input type="checkbox"/> Appraise ¹	INT	+1	=	1	+	
<input type="checkbox"/> Balance ¹	DEX*	+5	=	2	+	5 + -2
<input type="checkbox"/> Bluff ¹	CHA	+7	=	1	+	6 +
<input type="checkbox"/> Climb ¹	STR*	+2	=	2	+	4 + -4
<input checked="" type="checkbox"/> Concentration ¹	CON	+3	=	3	+	
<input type="checkbox"/> Craft skills... ¹	INT	+1	=	1	+	
<input type="checkbox"/> Diplomacy ¹	CHA	+9	=	1	+	6 + 2
<input type="checkbox"/> Disguise ¹	CHA	+1	=	1	+	
<input type="checkbox"/> Escape Artist ¹	DEX*	-2	=	2	+	-4
<input type="checkbox"/> Forgery ¹	INT	+1	=	1	+	
<input type="checkbox"/> Gather Information ¹	CHA	+9	=	1	+	6 + 2
<input checked="" type="checkbox"/> Heal ¹	WIS	-1	=	-1	+	
<input type="checkbox"/> Hide ¹	DEX*	-2	=	2	+	-4
<input type="checkbox"/> Intimidate ¹	CHA	+3	=	1	+	2
<input type="checkbox"/> Jump ¹	STR*	+0	=	2	+	6 + -8
<input checked="" type="checkbox"/> Knowledge (history)	INT	+3	=	1	+	2 +
<input type="checkbox"/> Knowledge (local-Sheldomar)	INT	+6	=	1	+	5 +
<input checked="" type="checkbox"/> Knowledge (nobility)	INT	+3	=	1	+	2 +
<input type="checkbox"/> Listen ¹	WIS	-1	=	-1	+	
<input type="checkbox"/> Move Silently ¹	DEX*	-2	=	2	+	-4
<input type="checkbox"/> Perform skills... ¹	CHA	+1	=	1	+	
<input type="checkbox"/> Profession (gambler)	WIS	+5	=	-1	+	6 +
<input type="checkbox"/> Ride ¹	DEX	+10	=	2	+	8 +
<input type="checkbox"/> Search ¹	INT	+1	=	1	+	
<input type="checkbox"/> Sense Motive ¹	WIS	-1	=	-1	+	
<input type="checkbox"/> Spot ¹	WIS	+5	=	-1	+	6 +
<input checked="" type="checkbox"/> Survival ¹	WIS	-1	=	-1	+	
<input type="checkbox"/> Swim ¹	STR**	-2	=	2	+	4 + -8
<input type="checkbox"/> Tumble	DEX*	+6	=	2	+	6 + -2
<input type="checkbox"/> Use Rope ¹	DEX	+2	=	2	+	

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with ² are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY

Greyhawk: Dark Birthright	25541/28000
CAMPAIGN	EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
+1 Chainmail		Medium	+6	+2
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-4	30%	20	40	

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
+1 Light wooden shield		+2	5	+0	5%
SPECIAL PROPERTIES					

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
		Arrows (20)	
Military Saddle		Everlasting Rations	
		Potion of Cure Light Wds (1d8+1) x3	
		Potion of Cure Moderate Wds (2d8+3)	
Magic Items Equipped by Slot			
Ring Slot (RH)		(none) (0 GP)	
Ring Slot (LH)		(none) (0 GP)	
Hand Slot		(none) (0 GP) 0	
Arm Slot		(none) (0 GP) 0	
Head Slot		(none) (0 GP) 0	
Face Slot		(none) (0 GP) 0	
Shoulder Slot		(none) (0 GP) 0	
Neck Slot		Amulet of health (+2) (4000 GP) 0	
Body Slot		+1 Chainmail 0	
Torso Slot		(none) (0 GP) 0	
Waist Slot		(none) (0 GP) 0	
Feet Slot		(none) (0 GP) 0	
TOTAL WEIGHT CARRIED			45

NOTES	LANGUAGES
	Common
	Elven

SPECIAL ABILITIES

— RACE ABILITIES —

- Base land speed of 30 feet.
- Bonus Feat: 1st level bonus feat
- Favored Class: Any

— CLASS ABILITIES —

- Proficient in all armor, and all shields(including tower shields)
- Proficient with all simple and martial weapons, and with Hand Crossbow.
- Trap Sense(Ex): +1 to Reflex saves and AC against traps.
- Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage.
- Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 2d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment
- Trapsfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

— FEATS —

- Dodge (PH 93) : +1 dodge bonus to AC against selected target.
- Mobility (PH 98) : +4 dodge bonus to AC against some attacks of opportunity.
- Spring Attack (PH 100) : Move before and after melee attack.
- Improved Initiative (PH 96) : +4 bonus on initiative checks.
- Mounted Combat (PH 98) : Negate hits on mount with Ride check.
- Weapon Focus (PH 102) (Longsword) : +1 bonus on attack rolls with selected weapon.
- Weapon Specialization (PH 102) (Longsword) : +2 bonus on damage rolls with selected weapon.

CARRYING INFO

1–58	59–116	117–175
LIGHT LOAD	MED LOAD	HEAVY LOAD
175	350	875
LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG
MONEY		
PP		
GP	15	
SP		
CP		
Art		
Gems		
Other (GP)		

TURN/REBUKE ATTEMPTS

Times/Day <input type="checkbox"/>	Used <input type="checkbox"/>	Turning/Rebuking Check Modifier <input type="checkbox"/>
Turning/Rebuking	Most Powerful Undead Affected(Max HD)	# of HD Turned/Rebuked
Up to 0		2d6
1-3		If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked.
4-6		Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.
7-9		
10-12		
13-15		
16-18		
19-21		
22+		