

# Ludgar of Shiboeth

CHARACTER NAME: **Fighter/Marshal**  
 CLASS: **4/2**  
 LEVEL: **Medium**  
 RACE: **Human**  
 TYPE: **Humanoid (Human)**

PLAYER: **DRL**  
 GENDER: **Male**  
 AGE: **24**  
 ALIGNMENT: **Neutral Good**  
 HEIGHT: **5'9"**  
 WEIGHT: **195**  
 DEITY: **Greater Gods**  
 EYES: **Hazel**  
 HAIR: **Rusty**



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	15	+2		
<b>DEX</b> DEXTERITY	15	+2		
<b>CON</b> CONSTITUTION	14	+2		
<b>INT</b> INTELLIGENCE	14	+2		
<b>WIS</b> WISDOM	13	+1		
<b>CHA</b> CHARISMA	12	+1		

<b>HP</b> HIT POINTS	<b>53</b>	WOUNDS: CURRENT HP		NONLETHAL DAMAGE	
<b>AC</b> ARMOR CLASS	<b>20</b>	<b>10</b>	<b>+9</b>	<b>+0</b>	<b>+1</b>
<b>TOUCH</b> ARMOR CLASS	<b>11</b>	<b>FLAT-FOOTED</b> ARMOR CLASS	<b>19</b>		

<b>SPEED</b>	<b>30 ft/x3</b>
<b>ARMOR CHECK PENALTY</b>	<b>-5</b>
<b>DAMAGE REDUCTION</b>	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+9</b>	<b>+7</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	<b>+1</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>		
<b>WILL</b> (WISDOM)	<b>+5</b>	<b>+4</b>	<b>+1</b>	<b>+0</b>	<b>+0</b>		

<b>BASE ATTACK BONUS</b>	<b>+5</b>	<b>TEMP. MODIFIER</b>	
<b>GRAPPLE</b> MODIFIER	<b>+7</b>	<b>BASE ATTACK</b>	<b>+5</b>
		<b>STR MODIFIER</b>	<b>+2</b>
		<b>SIZE MODIFIER</b>	<b>+0</b>
		<b>MISC. MODIFIER</b>	<b>+0</b>

<b>MELEE</b> ATTACK BONUS	<b>+7</b>	<b>BASE ATTACK BONUS</b>	<b>+5</b>	<b>STR MODIFIER</b>	<b>+2</b>	<b>SIZE MODIFIER</b>	<b>+0</b>	<b>MISC. MODIFIER</b>	<b>+0</b>	<b>TEMP. MODIFIER</b>	
<b>RANGED</b> ATTACK BONUS	<b>+7</b>	<b>BASE ATTACK BONUS</b>	<b>+5</b>	<b>DEX MODIFIER</b>	<b>+2</b>	<b>SIZE MODIFIER</b>	<b>+0</b>	<b>MISC. MODIFIER</b>	<b>+0</b>	<b>TEMP. MODIFIER</b>	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Halberd</b>	<b>+9</b>	<b>1d10+6</b>	<b>20/x3</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
	<b>12 lb</b>	<b>P/S</b>	<b>Medium</b>
<b>SPECIAL PROPERTIES</b>			
<b>Set, Trip</b>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Halberd</b>	<b>+3</b>	<b>1d6+2</b>	<b>20/x2</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
	<b>12 lb</b>	<b>B</b>	<b>Medium</b>
<b>SPECIAL PROPERTIES</b>			
<b>Spin-Attack, +1 Dodge</b>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>Masterwork heavy poleaxe</b>	<b>+8</b>	<b>2d6+3</b>	<b>20/x3</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
	<b>15 lb</b>	<b>P/S</b>	<b>Medium</b>
<b>SPECIAL PROPERTIES</b>			
<b>Reach10, Set</b>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Short Sword</b>	<b>+8</b>	<b>1d6+3</b>	<b>19-20/x2</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
	<b>2 lb</b>	<b>P</b>	<b>Medium</b>
<b>SPECIAL PROPERTIES</b>			
<b>Gloves</b>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>Masterwork shortbow</b>	<b>+8</b>	<b>1d6</b>	<b>20/x3</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
<b>60 ft</b>	<b>2 lb</b>	<b>P</b>	<b>Medium</b>
<b>SPECIAL PROPERTIES</b>			
<b>Two-handed</b>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>Masterwork heavy mace</b>	<b>+8</b>	<b>1d8+2</b>	<b>20/x2</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
	<b>8 lb</b>	<b>B</b>	<b>Medium</b>
<b>SPECIAL PROPERTIES</b>			
<b>One-handed</b>			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	<b>+2</b>	<b>= 2</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	<b>-3</b>	<b>= 2</b>	<b>+</b>	<b>-5</b>
<input type="checkbox"/> Bluff <sup>1</sup>	CHA	<b>+3</b>	<b>= 1</b>	<b>+</b>	<b>2</b>
<input type="checkbox"/> Climb <sup>1</sup>	STR*	<b>+1</b>	<b>= 2</b>	<b>+</b>	<b>4</b>
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	<b>+2</b>	<b>= 2</b>	<b>+</b>	<b>+</b>
<input type="checkbox"/> Craft skills... <sup>1</sup>	INT	<b>+2</b>	<b>= 2</b>	<b>+</b>	<b>+</b>
<input type="checkbox"/> Craft (siege weapons) <sup>1</sup>	INT	<b>+5</b>	<b>= 2</b>	<b>+</b>	<b>3</b>
<input type="checkbox"/> Diplomacy <sup>1</sup>	CHA	<b>+6</b>	<b>= 1</b>	<b>+</b>	<b>2</b>
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	<b>+1</b>	<b>= 1</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	<b>-3</b>	<b>= 2</b>	<b>+</b>	<b>-5</b>
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	<b>+2</b>	<b>= 2</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	<b>+1</b>	<b>= 1</b>	<b>+</b>	<b>+</b>
<input type="checkbox"/> Handle Animal	CHA	<b>+6</b>	<b>= 1</b>	<b>+</b>	<b>5</b>
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	<b>+1</b>	<b>= 1</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	<b>-3</b>	<b>= 2</b>	<b>+</b>	<b>-5</b>
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	<b>+6</b>	<b>= 1</b>	<b>+</b>	<b>5</b>
<input type="checkbox"/> Jump <sup>1</sup>	STR*	<b>-7</b>	<b>= 2</b>	<b>+</b>	<b>2</b>
<input type="checkbox"/> Knowledge (geography)	INT	<b>+3</b>	<b>= 2</b>	<b>+</b>	<b>1</b>
<input type="checkbox"/> Knowledge (history)	INT	<b>+5</b>	<b>= 2</b>	<b>+</b>	<b>3</b>
<input type="checkbox"/> Knowledge (nobility)	INT	<b>+5</b>	<b>= 2</b>	<b>+</b>	<b>3</b>
<input type="checkbox"/> Knowledge (religion)	INT	<b>+4</b>	<b>= 2</b>	<b>+</b>	<b>2</b>
<input type="checkbox"/> Knowledge (tactics)	INT	<b>+6</b>	<b>= 2</b>	<b>+</b>	<b>4</b>
<input type="checkbox"/> Listen <sup>1</sup>	WIS	<b>+3</b>	<b>= 1</b>	<b>+</b>	<b>2</b>
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	<b>-3</b>	<b>= 2</b>	<b>+</b>	<b>-5</b>
<input type="checkbox"/> Perform skills ... <sup>1</sup>	CHA	<b>+1</b>	<b>= 1</b>	<b>+</b>	<b>+</b>
<input type="checkbox"/> Ride <sup>1</sup>	DEX	<b>+9</b>	<b>= 2</b>	<b>+</b>	<b>5</b>
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	<b>+2</b>	<b>= 2</b>	<b>+</b>	<b>+</b>
<input type="checkbox"/> Sense Motive <sup>1</sup>	WIS	<b>+4</b>	<b>= 1</b>	<b>+</b>	<b>3</b>
<input type="checkbox"/> Speak Language	INT		<b>=</b>	<b>+</b>	<b>1</b>
<input type="checkbox"/> Spot <sup>1</sup>	WIS	<b>+4</b>	<b>= 1</b>	<b>+</b>	<b>3</b>
<input type="checkbox"/> Survival <sup>1</sup>	WIS	<b>+4</b>	<b>= 1</b>	<b>+</b>	<b>3</b>
<input type="checkbox"/> Swim <sup>1</sup>	STR**	<b>-6</b>	<b>= 2</b>	<b>+</b>	<b>2</b>
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	<b>+2</b>	<b>= 2</b>	<b>+</b>	<b>+</b>

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

