

Morgan of Rown

CHARACTER NAME

Fighter/Marshal

Human

DRL

PLAYER

Male

Neutral Good

REGION

Greater Gods



CHARACTER RECORD SHEET

CLASS

4/4 (8) Medium

RACE

Humanoid (human)

AGE

25

ALIGNMENT

5'9"

250

DEITY

Hazel

Black

LEVEL (ECL)

SIZE

TYPE

AGE

HEIGHT

WEIGHT

EYES

HAIR

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|----------------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | 18 | +4 | | |
| DEX DEXTERITY | 15 | +2 | | |
| CON CONSTITUTION | 16 | +3 | | |
| INT INTELLIGENCE | 14 | +2 | | |
| WIS WISDOM | 15 | +2 | | |
| CHA CHARISMA | 18 | +4 | | |

| HP | TOTAL | WOUNDS | NONLETHAL DAMAGE |
|------------|-------|--------|------------------|
| HIT POINTS | 72 | | |

| SPEED |
|----------|
| 20 ft/x3 |

| AC | TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECT MOD | MISC MOD | ARMOR CHECK PENALTY | DAMAGE REDUCTION |
|-------------|-------|-------------|--------------|--------------|---------------|---------------|-------------|----------|---------------------|------------------|
| ARMOR CLASS | 20 | 10 | +9 | +0 | +1 | +0 | +0 | +0 | -5 | |

| TOUCH | FLAT-FOOTED |
|-------------|-------------|
| ARMOR CLASS | ARMOR CLASS |
| 11 | 19 |

| INITIATIVE | TOTAL | DEX MODIFIER | MISC. MODIFIER |
|------------|-------|--------------|----------------|
| MODIFIER | +2 | +2 | +0 |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MISC. & MAGIC | TEMP. MODIFIER |
|------------------------------------|-------|-----------|------------------|---------------|----------------|
| FORTITUDE (CONSTITUTION) | +12 | +8 | +3 | +1 | |
| REFLEX (DEXTERITY) | +5 | +2 | +2 | +1 | |
| WILL (WISDOM) | +8 | +5 | +2 | +1 | |

| CONDITIONAL MODIFIERS |
|-----------------------|
| |

| BASE ATTACK BONUS | TOTAL | BASE ATTACK | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER |
|-------------------|-------|-------------|--------------|---------------|----------------|----------------|
| | +7/+2 | | | | | |

| SPELL RESISTANCE |
|------------------|
| 0 |

| GRAPPLE | TOTAL | BASE ATTACK | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER |
|----------|-------|-------------|--------------|---------------|----------------|----------------|
| MODIFIER | +11 | +7 | +4 | +0 | +0 | |

| ARCANE SPELL FAILURE* |
|-----------------------|
| |

| MELEE | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER |
|--------------|--------|-------------------|--------------|---------------|----------------|----------------|
| ATTACK BONUS | +11/+6 | 7 | +4 | +0 | +0 | |

| RANGED | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER |
|--------------|-------|-------------------|--------------|---------------|----------------|----------------|
| ATTACK BONUS | +9/+4 | 7 | +2 | +0 | +0 | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | |
|---------------------|--------------------|--------|----------|--------------------|
| Morphing +1 Halberd | +13/+8 | 1d10+9 | 20/x3 | |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| 0 ft | 12 lb | P/S | Medium | Set, Trip |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | |
|---------------------|--------------------|--------|----------|------------------------------------|
| Morphing +1 Halberd | +8 | 1d6+3 | 20/x2 | |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| 0 ft | 4 lb | B | Medium | Spin-Attack, +1 Dodge, +1 more dmg |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | |
|------------------|--------------------|--------|----------|--------------------|
| +1 Heavy Poleaxe | +12/+7 | 2d6+7 | 20/x3 | |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| 0 ft | 15 lb | P/S | Medium | Two-handed |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | |
|------------------------|--------------------|--------|----------|--------------------|
| Masterwork short sword | +12/+7 | 1d6+4 | 19-20/x2 | |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| 0 ft | 2 lb | P | Medium | One-handed |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | |
|----------------------------|--------------------|--------|----------|--------------------|
| Masterwork javelin(Thrown) | +10/+5 | 1d6+4 | 20/x2 | |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| 30 ft | 2 lb | P | Medium | Thrown |

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

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | |
|---|-------------|----------------|------------------|-----------|----------|
| | | | | RANKS | 11 / 5.5 |
| <input checked="" type="checkbox"/> Appraise ¹ | INT | +2 | = 2 | + | + |
| <input checked="" type="checkbox"/> Balance ¹ | DEX* | -3 | = 2 | + | + -5 |
| <input type="checkbox"/> Bluff ¹ | CHA | +6 | = 4 | + | + 2 |
| <input type="checkbox"/> Climb ¹ | STR* | +4 | = 4 | + | + 5 |
| <input checked="" type="checkbox"/> Concentration ¹ | CON | +3 | = 3 | + | + |
| <input type="checkbox"/> Craft skills... ¹ | INT | +2 | = 2 | + | + |
| <input type="checkbox"/> Craft (Siege Weapons) ¹ | INT | +5 | = 2 | + | + 3 |
| <input type="checkbox"/> Diplomacy ¹ | CHA | +9 | = 4 | + | + 5 |
| <input checked="" type="checkbox"/> Disguise ¹ | CHA | +4 | = 4 | + | + |
| <input checked="" type="checkbox"/> Escape Artist ¹ | DEX* | -3 | = 2 | + | + -5 |
| <input checked="" type="checkbox"/> Forgery ¹ | INT | +2 | = 2 | + | + |
| <input checked="" type="checkbox"/> Gather Information ¹ | CHA | +4 | = 4 | + | + |
| <input type="checkbox"/> Handle Animal | CHA | +9 | = 4 | + | + 5 |
| <input checked="" type="checkbox"/> Heal ¹ | WIS | +3 | = 2 | + | + 1 |
| <input checked="" type="checkbox"/> Hide ¹ | DEX* | -3 | = 2 | + | + -5 |
| <input type="checkbox"/> Intimidate ¹ | CHA | +4 | = 4 | + | + |
| <input type="checkbox"/> Jump ¹ | STR* | -4 | = 4 | + | + -11 |
| <input type="checkbox"/> Knowledge (arch & eng) | INT | +5 | = 2 | + | + 3 |
| <input type="checkbox"/> Knowledge (dungeoneering) | INT | +3 | = 2 | + | + 1 |
| <input type="checkbox"/> Knowledge (geography) | INT | +3 | = 2 | + | + 1 |
| <input type="checkbox"/> Knowledge (history) | INT | +7 | = 2 | + | + 5 |
| <input type="checkbox"/> Knowledge (nobility) | INT | +7 | = 2 | + | + 5 |
| <input type="checkbox"/> Knowledge (religion) | INT | +4 | = 2 | + | + 2 |
| <input type="checkbox"/> Knowledge (Tactics) | INT | +9 | = 2 | + | + 7 |
| <input type="checkbox"/> Listen ¹ | WIS | +2 | = 2 | + | + |
| <input checked="" type="checkbox"/> Move Silently ¹ | DEX* | -3 | = 2 | + | + -5 |
| <input type="checkbox"/> Perform skills ... ¹ | CHA | +4 | = 4 | + | + |
| <input checked="" type="checkbox"/> Profession (Siege Engineer) | WIS | +6 | = 2 | + | + 4 |
| <input type="checkbox"/> Ride ¹ | DEX | +11 | = 2 | + | + 6 |
| <input checked="" type="checkbox"/> Search ¹ | INT | +2 | = 2 | + | + |
| <input type="checkbox"/> Sense Motive ¹ | WIS | +5 | = 2 | + | + 3 |
| <input type="checkbox"/> Spot ¹ | WIS | +5 | = 2 | + | + 3 |
| <input type="checkbox"/> Survival ¹ | WIS | +5 | = 2 | + | + 3 |
| <input type="checkbox"/> Swim ¹ | STR** | -4 | = 4 | + | + -10 |
| <input checked="" 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 are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

| | |
|---------------|-------------------|
| Into the Fire | 21,000 / 36,000 |
| CAMPAIGN | EXPERIENCE POINTS |

GEAR

| ARMOR/PROTECTIVE ITEM | | TYPE | ARMOR BONUS | MAX DEX BONUS |
|-----------------------|---------------|-------|-------------|--------------------|
| +1 Full plate | | Heavy | +9 | +1 |
| ACP | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
| -5 | 35% | 20 | 50 | |

| SHIELD/PROTECTIVE ITEM | | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|------------------------|--|-------------|--------|---------------|---------------|
| | | | | | |
| SPECIAL PROPERTIES | | | | | |
| | | | | | |

OTHER POSSESSIONS

| ITEM | Wgt | ITEM | Wgt |
|---------------------------------------|-----|-------------------------------------|-----------|
| Morphing +1 Halberd | | | |
| MW Shortsword | | Potion, Cure Light (1d8+3) | |
| +1 Full Plate Mail | | | |
| MW Javelin, 3x | | | |
| Cloak of Resistance +1 | | | |
| Signal Whistle | | | |
| Warhorse, Hvy | | | |
| Scale Barding | | | |
| MW Saddle, Military (CV) | | | |
| Bit & Bridle | | Magic Items Equipped by Slot | |
| Saddle Bag, 2x | | Ring Slot (RH) | |
| -Field Provisions Box (Mhp43) | | (none) (0 GP) | |
| -Standard Adventurer's Kit (PHB2p216) | | Ring Slot (LH) | |
| Tent | | (none) (0 GP) | |
| Healer's Kit | | Hand Slot | |
| Spade | | (none) (0 GP) | 0 |
| Blanket, Winter | | Arm Slot | |
| Lantern, Hooded | | (none) (0 GP) | 0 |
| Oil | | Head Slot | |
| Whetstone | | (none) (0 GP) | 0 |
| Heavy Steel Shield | | Face Slot | |
| | | (none) (0 GP) | 0 |
| | | Shoulder Slot | |
| | | Cloak of resistance (+1) (1000 GP) | 1 |
| | | Neck Slot | |
| | | (none) (0 GP) | 0 |
| | | Body Slot | |
| | | (none) (0 GP) | 0 |
| | | Torso Slot | |
| | | (none) (0 GP) | 0 |
| | | Waist Slot | |
| | | (none) (0 GP) | 0 |
| | | Feet Slot | |
| | | (none) (0 GP) | 0 |
| TOTAL WEIGHT CARRIED | | | 51 |

NOTES **LANGUAGES**

Common

Oeridian, Old

Battle Signals

Battle Semaphore

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 Heavy Poleaxe.
 - Auras(Ex): You may project one minor and one major aura at a time.
 - Minor Auras
 - Master of Tactics: +4 bonus on damage rolls when flanking.
 - Watchful Eye: +4 bonus on Reflex saves.
 - Major Auras
 - Motivate Care: Your allies gain +1 to AC.
 - Grant Move Action(Ex): Once per day, as a standard action, you may grant an extra move action to any or all of your allies within 30 feet. Each of the affected allies takes the extra move action immediately, acting in their initiative order.
- FEATS —
- Combat Expertise (PH 92) : Trade attack bonus for AC (max 5 points).
 - Combat Reflexes (PH 92) : Additional attacks of opportunity.
 - Exotic Weapon Proficiency (PH 94) (Poleaxe, Heavy) : No penalty on attacks with specific exotic weapon.
 - Skill Focus (PH 100) (Diplomacy) : +3 bonus on checks with selected skill.
 - Two-Weapon Fighting (PH 102) : Reduce two-weapon fighting penalties by 2.
 - Weapon Focus (PH 102) (Halberd) : +1 bonus on attack rolls with selected weapon.
 - Weapon Specialization (PH 102) (Halberd) : +2 bonus on damage rolls with selected weapon.
 - Spinning Halberd (CW 114) : Gain dodge bonus and extra attack when making full attack with halberd.

CARRYING INFO **TURN/REBUKE ATTEMPTS**

| | | |
|----------------|-----------------|------------|
| 100 | 200 | 300 |
| LIGHT LOAD | MED LOAD | HEAVY LOAD |
| 300 | 600 | 1,500 |
| LIFT OVER HEAD | LIFT OFF GROUND | PUSH DRAG |

Times/Day Used Turning/Rebuking Check Modifier

| Turning Check | 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. Dispellng rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned. |
| 4-6 | | |
| 7-9 | | |
| 10-12 | | |
| 13-15 | | |
| 16-18 | | |
| 19-21 | | |
| 22+ | | |

MONEY

| | |
|------------|-----|
| PP | |
| GP | 398 |
| SP | |
| CP | |
| Art | |
| Gems | |
| Other (GP) | |