

Úzi, son of Úri

CHARACTER NAME

Fighter/Ranger

CLASS

LEVEL

Dwarf (Hill)

RACE

Humanoid (dwarf)

TYPE

DRL

PLAYER NAME

Medium

SIZE

AGE

Male

GENDER

4'1"

HEIGHT

CG

ALIGNMENT

205

WEIGHT

REGION

Trithereon

DEITY

Hazel

EYES

Black

HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	18	+4		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	12	+1		
WIS WISDOM	18	+4		
CHA CHARISMA	10	+0		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
HP HT POINTS	16		20 ft/x4
AC ARMOR CLASS	15 = 10 + 4 + 0 + 1 + 0 + 0 + 0 + 0 + 0		
TOUCH ARMOR CLASS	11		
FLAT-FOOTED ARMOR CLASS	14		
INITIATIVE	+1 = 1 + 0		
BASE ATTACK	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+7 = 4 + 3 + 0	4	3	0	
REFLEX DEXTERITY	+3 = 2 + 1 + 0	2	1	0	
WILL WISDOM	+4 = 0 + 4 + 0	0	4	0	
GRAPPLE MODIFIER	+6 = 2 + 4 + 0 + 0	2	4	0	0

CONDITIONAL MODIFIERS
#N/A
#N/A
#N/A

TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
MELEE ATTACK BONUS	+6 = 2 + 4 + 0 + 0	2	4	0	0
RANGED ATTACK BONUS	+3 = 2 + 1 + 0 + 0	2	1	0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
			ABILITY MODIFIER	RANKS	MSC. BONUS
Appraise ¹	INT	1	= 1	+ 0	+ 0
Balance ¹	DEX*	-1	= 1	+ 0	+ -2
Bluff ¹	CHA	0	= 0	+ 0	+ 0
Climb ¹	STR*	4	= 4	+ 2	+ -2
Concentration ¹	CON	3	= 3	+ 0	+ 0
Craft skills... ¹	INT	1	= 1	+ 0	+ 0
Diplomacy ¹	CHA	0	= 0	+ 0	+ 0
Disguise ¹	CHA	0	= 0	+ 0	+ 0
Escape Artist ¹	DEX*	-1	= 1	+ 0	+ -2
Forgery ¹	INT	1	= 1	+ 0	+ 0
Gather Information ¹	CHA	0	= 0	+ 0	+ 0
Handle Animal	CHA	2	= 0	+ 2	+ 0
Heal ¹	WIS	6	= 4	+ 2	+ 0
Hide ¹	DEX*	1	= 1	+ 2	+ -2
Intimidate ¹	CHA	2	= 0	+ 2	+ 0
Jump ¹	STR*	-4	= 4	+ 0	+ -8
Knowledge (dungeoneering)	INT	3	= 1	+ 2	+ 0
Knowledge (geography)	INT	3	= 1	+ 2	+ 0
Knowledge (nature)	INT	3	= 1	+ 2	+ 0
Listen ¹	WIS	8	= 4	+ 2	+ 2
Move Silently ¹	DEX*	1	= 1	+ 2	+ -2
Perform skills ... ¹	CHA	0	= 0	+ 0	+ 0
Ride ¹	DEX	1	= 1	+ 0	+ 0
Search ¹	INT	5	= 1	+ 4	+ 0
Sense Motive ¹	WIS	4	= 4	+ 0	+ 0
Spot ¹	WIS	8	= 4	+ 2	+ 2
Survival ¹	WIS	8	= 4	+ 4	+ 0
Swim ¹	STR**	1	= 4	+ 1	+ -4
Use Rope ¹	DEX	1	= 1	+ 0	+ 0

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork dwarven urgrosh	+8	1d8+6	20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	12 lb	S/P	Medium
SPECIAL PROPERTIES: Two-handed			

ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork dwarven urgrosh	+4	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	12 lb	S/P	Medium
SPECIAL PROPERTIES: Double-weapon (primary)			

ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork dwarven urgrosh	+0	1d6+2	20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	12 lb	S/P	Medium
SPECIAL PROPERTIES: Double-weapon (secondary)			

ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Warhammer	+6	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	5 lb	B	Medium
SPECIAL PROPERTIES: One-handed			

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Heavy Crossbow	+3	1d10	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
120 ft	8 lb	P	Medium
SPECIAL PROPERTIES: Two-handed			

ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Sling	+3	1d4+4	20/x2
RANGE	WEIGHT	TYPE	SIZE
50 ft	0 lb	B	Medium
SPECIAL PROPERTIES: Two-handed			

¹ This skill can be used even if the character has zero skill ranks.
 * This skill is a class skills for at least one of your classes.
 * Armor check penalty, if any, applies. ** Double the armor check penalty.

