

Úzi, son of Úri

CHARACTER NAME

Fighter/Ranger

CLASS

LEVEL

Dwarf (Hill)

RACE

Humanoid (dwarf)

TYPE

DRL

PLAYER NAME

Medium

SIZE

AGE

Male

GENDER

HEIGHT

CG

ALIGNMENT

WEIGHT

REGION

Trithereon

DEITY

Hazel

Black



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	16	+3		
<b>DEX</b> DEXTERITY	11	+0		
<b>CON</b> CONSTITUTION	17	+3		
<b>INT</b> INTELLIGENCE	13	+1		
<b>WIS</b> WISDOM	18	+4		
<b>CHA</b> CHARISMA	14	+2		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
<b>HP</b> HT POINTS	36		20 ft/x4
<b>AC</b> ARMOR CLASS	21	10 + 6 + 2 + 0 + 0 + 2 + 1 + 0	
<b>TOUCH</b> ARMOR CLASS	11		
<b>FLAT-FOOTED</b> ARMOR CLASS	21		
<b>INITIATIVE</b>	+0	0 + 0	
<b>BASE ATTACK</b>	+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC. BONUS	TEMP. MODIFIER
<b>FORTITUDE</b> CONSTITUTION	+8	5	3	0	
<b>REFLEX</b> DEXTERITY	+5	3	0	2	
<b>WILL</b> WISDOM	+5	1	4	0	
<b>GRAPPLE</b> MODIFIER	+7	4	3	0	0

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

SPELL RESISTANCE	ARCANE SPELL FAILURE	ACTION POINTS
0		

MELEE	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
ATTACK BONUS	+7	4	3	0	0	
RANGED	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
ATTACK BONUS	+4	4	0	0	0	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork dwarven urgrosh	+9	1d8+4	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	+7	1d8+3	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	+7	1d6+1	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
+1 Warhammer	+8	1d8+4	19-20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	5 lb	B	Medium
SPECIAL PROPERTIES: Impact			

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Heavy Crossbow	+4	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	+4	1d4+3	20/x2
RANGE	WEIGHT	TYPE	SIZE
50 ft	0 lb	B	Medium
SPECIAL PROPERTIES: Two-handed			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
			ABILITY MODIFIER	RANKS	MSC. BONUS
Appraise <sup>1</sup>	INT	1	= 1	+ 0	+ 0
Balance <sup>1</sup>	DEX*	-2	= 0	+ 0	+ -2
Bluff <sup>1</sup>	CHA	2	= 2	+ 0	+ 0
Climb <sup>1</sup>	STR*	3	= 3	+ 2	+ -2
Concentration <sup>1</sup>	CON	3	= 3	+ 0	+ 0
Craft skills... <sup>1</sup>	INT	1	= 1	+ 0	+ 0
Diplomacy <sup>1</sup>	CHA	2	= 2	+ 0	+ 0
Disguise <sup>1</sup>	CHA	2	= 2	+ 0	+ 0
Escape Artist <sup>1</sup>	DEX*	-2	= 0	+ 0	+ -2
Forgery <sup>1</sup>	INT	1	= 1	+ 0	+ 0
Gather Information <sup>1</sup>	CHA	2	= 2	+ 0	+ 0
Handle Animal	CHA	4	= 2	+ 2	+ 0
Heal <sup>1</sup>	WIS	6	= 4	+ 2	+ 0
Hide <sup>1</sup>	DEX*	0	= 0	+ 2	+ -2
Intimidate <sup>1</sup>	CHA	4	= 2	+ 2	+ 0
Jump <sup>1</sup>	STR*	-5	= 3	+ 0	+ -8
Knowledge (dungeoneering)	INT	5	= 1	+ 4	+ 0
Knowledge (geography)	INT	3	= 1	+ 2	+ 0
Knowledge (nature)	INT	5	= 1	+ 2	+ 2
Listen <sup>1</sup>	WIS	10	= 4	+ 4	+ 2
Move Silently <sup>1</sup>	DEX*	0	= 0	+ 2	+ -2
Perform skills ... <sup>1</sup>	CHA	2	= 2	+ 0	+ 0
Ride <sup>1</sup>	DEX	0	= 0	+ 0	+ 0
Search <sup>1</sup>	INT	8	= 1	+ 7	+ 0
Sense Motive <sup>1</sup>	WIS	4	= 4	+ 0	+ 0
Spot <sup>1</sup>	WIS	10	= 4	+ 4	+ 2
Survival <sup>1</sup>	WIS	10	= 4	+ 6	+ 0
Swim <sup>1</sup>	STR**	1	= 3	+ 2	+ -4
Use Rope <sup>1</sup>	DEX	2	= 0	+ 2	+ 0

<sup>1</sup> 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.

