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**Name:** Anax (Shawn Kinzel)      **Class[Level]:** Gnoll[2]/Fighter[2]  
**Race:** Gnoll      **Alignment/Religion:** NG/various  
**Stats:** size M, age 25, gender M, height 6'7", weight 290lbs,  
eyes Dark, hair Dark/mottled, Darkvision 60'

**Abilities:**

<i>Name</i>	<i>Score</i>	<i>Mod</i>	<i>Tmp scr</i>	<i>Tmp mod</i>
<b>Str</b>	20	5		
<b>Dex</b>	15	2		
<b>Con</b>	14	2		
<b>Int</b>	10	0		
<b>Wis</b>	10	0		
<b>Cha</b>	10	0		

<b>Hp (total/current)</b>	<b>34 /</b>
<b>Init</b>	<b>6=2(dex)+4(imp init)</b>
<b>Base Attack</b>	<b>3</b>
<b>Grapple</b>	<b>8 =3(bab)+5(str)</b>
<b>Speed</b>	<b>30 / 20 (in armor)</b>
<b>XP [date]</b>	<b>9026 (12/5/2004)</b>

**Armor Class:**

	<i>Total</i>	<i>Base</i>	<i>Armor</i>	<i>Shield</i>	<i>Dex</i>	<i>Size</i>	<i>Natural</i>	<i>Deflect</i>	<i>misc</i>
<b>AC</b>	<b>22</b>	10	8	2	2		1		-1 armor
<b>Touch AC</b>	<b>11</b>	10			2				-1 armor
<b>Flat Footed AC</b>	<b>21</b>	10	8	2			1		

**Saving Throws:**

<i>Saving throws</i>	<i>Total</i>	<i>Base</i>	<i>Mod</i>	<i>Magic</i>	<i>Misc</i>	<i>Tmp</i>
<b>Fort</b>	<b>8</b>	3	2		3	
<b>Reflex</b>	<b>2</b>		2			
<b>Will</b>	<b>0</b>					

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**Weapons/Attacks:**

<i>Weapons</i>	<i>a t t a c k</i>	<i>Damage</i>	<i>Crit</i>	<i>Range</i>	<i>T y p e</i>	<i>notes</i>
<i>Ancient Midonian (dwarven) Waraxe</i>	9	1d10+5	x3	-	S	Favorite possession, masterwork (+1th)
<i>Spiked hvy shield (steel)</i>	8	1d6+5	x2	-	P	
<i>Composite longbow</i>	5	1d8	x3	110	P	<i>Ammo: 20</i>
<i>Dagger</i>	8	1d4+5	19-20/x2	10	P / S	

**Armor:**

<i>Armor</i>	<i>Type</i>	<i>Ac</i>	<i>Dex</i>	<i>Chk</i>	<i>Spell</i>	<i>Spd</i>	<i>Wgt</i>	<i>misc</i>
<i>Full Plate</i>	M	8	1	-6	25.00 %	20	50	
<i>Spiked hvy shield</i>		2		-2	15.00 %	20		spiked

**Feats:**

<i>Feat</i>	<i>description</i>
<i>Improved initiative</i>	+4 initiative, pg 90
<i>Power attack</i>	Up to -3BAB/+3Damage, pg 91
<i>Simple weapons</i>	No -4 for using simple weapons, pg 91
<i>Martial weapons</i>	No penalty for martial weapons, pg 90
<i>Armor (all)</i>	No penalty for using armor, pg 90
<i>Shield (all)</i>	No penalties for using a shield, pg 90
<i>Exotic weapon (dwarven waraxe)</i>	No penalty for using a dwarven waraxe, pg 90
<i>Cleave</i>	Extra attack after dropping opponent, pg 91

**Languages:**

Gnollie

Common (Waltian)

Goblin (Karmarthian)

**Loads:** 133 (lt) / 266 (med) / 400 (hvy) / 800 (overhead) / 800 (lift) / 2000 (push)

**Gear:** current load = 127

Backpack

bedroll

ration (14 days worth)

torches (4)

waterskin

Karmarthian chess piece (King)

Haldavian Uniform

Belt

pouch

(4) thunderstones

Hooded, Pocketed Cloak (dark gray)

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**Money:**

pp: gp: 395 sp: cp:  
 gems:

**Skills: (max ranks = 8 class/4 cross-class)**

C=class skill, U=can be used untrained, \*=armor check penalty

C	Name	Ability	total	Ability mod	Ranks	misc
U	appraise	INT	0			
U	balance	DEX	2			
U	bluff	CHA	0			
C	climb	STR*				-6*
U			4(-2*)	4		
U	concentration	CON	2			
	decipher_scripts	INT				
U	diplomacy	CHA	0			
	disable_device	INT				
U	disguise	CHA	0			
U	escape_artist	DEX*	2	2		-6*
U	forgery	INT	0			
U	gather_information	CHA	0			
C	handle_animal	CHA				
U	heal	WIS	0			
U	hide	DEX*	2 (-4*)	2		-6*
C	intimidate	CHA				
U	jump	STR*	4			
C	listen	WIS				6
U			6			
U	move_silently	DEX*	2 (-4*)	2		-6*
	open_lock	DEX				
C	ride	DEX				
U			2	2		
U	search	INT	0			
U	sense_motive	WIS	0			
	sleight_of_hand	DEX*				-6*
	spellcraft	INT				
C	spot	WIS				6
U			6			

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<i>C</i>	<i>Name</i>	<i>Ability</i>	<i>total</i>	<i>Ability mod</i>	<i>Ranks</i>	<i>misc</i>
C U	survival	WIS	<b>0</b>			
C U	swim	STR*	<b>4 (-2*)</b>	4		-6*
	tumble	DEX*				-6*
	use_magic_device	CHA				
	use_rope	DEX				
	language_karmarthian	INT	<b>1</b>		2	

### Playing Notes:

Anax is not one for subtlety, and yet he is also not one for rushing head first. He goes for the biggest threats or the largest concentration of enemies out of a need to protect his friends and to give them time to setup their attacks/defense. He wants to do what is right regardless of consequences, but he is fiercely loyal to his friends. He often takes the opposite side of an argument just to play devil's advocate to raise awareness about how others may see an issue. He desperately wants to be a writer since he saw some of the old goblins in the camp write poems and keep journals but he is frustrated because of the lack of his communication skills. He thinks he is a military tactician, but he has had no formal training or real practical experience instead relying on stories of battles and wars fought by slaves in the camps. As a result his theories on tactics are often flawed or caught up in minutiae. He has a loyalty to the goblin race that is stronger to his own race because he was basically raised by goblins (and as a result cannot speak gnollic). He is a scary brute with a good heart and a sharper mind than he lets on. He can be ruthless and brutal when needed, though he holds his enemies in respect as other living beings.