

2005.06.18

Name: Xu (Shawn Kinzel) **Class[Level]:** Fighter [6]/Rogue [1]
Race: Dwarf (Midonian) **Alignment/Religion:** NG/-
Stats: size M, age 75, gender M, height 4'6", weight 185lbs,
eyes dark red, hair black (beard)/bald head, gold dragon chasing
its tail, wings outstretched tatoo at each temples, Darkvision 60'

Abilities:

<i>Name (rolled score)</i>	<i>Score</i>	<i>Mod</i>	<i>Tmp scr</i>	<i>Tmp mod</i>
Str (18)	19	4	2	5
Dex (13)	13	1		
Con (15)	18	4		
Int (14)	14	2		
Wis (13)	13	1		
Cha (11)	9	-1		

(+2 con/-2 cha dwarf bonus, added +1 to con for 4th level ability point)
(HP total achieved by: 6+2+8+9+3+7+12+14 (con 17, lvls 1-4) + 4 (con 18, lvl 5)+4(con18, lvl6))

Hp (total/current)	69/
Init	5=+1(dex)+4(ii)
Base Attack	6/1 = +6/+1 (+6/+1 ftr+0rog)
Grapple	10 =6(bab)+5(str)
Speed	20 / 20 (in armor)
XP [date]	22694 (10/1/2005)

Armor Class: () = in armor

	<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>
AC	(21) 12	10	8	2	2(1)				
Touch AC	(11) 12	10	0	0	2(1)				
Flat Footed AC	(20) 10	10	8	2	0				

Saving Throws:

<i>Saving throws</i>	<i>Total</i>	<i>Base</i>	<i>Mod</i>	<i>Magic</i>	<i>Misc</i>	<i>Tmp</i>
Fort	9	5	4			
Reflex	5	4	1			
Will	3	2	1			

2005.06.18

Weapons/Attacks:

<i>Weapons</i>	<i>attack</i>	<i>Damage</i>	<i>Crit</i>	<i>Range</i>	<i>Type</i>	<i>Wgt</i>	<i>notes</i>
<i>Midonian (dwarven) Waraxe +1</i>	12 (7)	1d10+8 (+10)	x3	-	S	8	+1 weapon, +1t-h/+1dam
<i>Spiked hvy shield (steel)</i>	10 (5)	1d4+5	x2	-	P	15	
<i>Spiked Full Plate</i>	10 (5)	1d6+5		-	P	50	
<i>Light Crossbow</i>	6	1d8	x3	80	P	6	Ammo: 20
<i>Dagger</i>	10 (5)	1d4+5	19- 20/x 2	10	P S	1	

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 (ornate, spiked)</i>	M	8	1	-6	25.00 %	20	50	spiked
<i>Spiked hvy shield</i>	M	2		-2	15.00 %	20	15	spiked

Traits and Feats:

<i>Traits</i>	<i>description</i>
<i>Stonecunning</i>	+2 search check to notice unusual stonework (such as hidden doors, traps, etc.) or natural stone hazards (dangerous tunnel, etc.), automatic w/in 10', pg 14
<i>Weapon familiarity</i>	knows Dwarven Waraxe and Ugrush feats as racial ability, can use dwarven waraxe one handed, pg 14/121
<i>Stability</i>	+4 to resist bull rush, or tripping while standing on the ground, pg 14
<i>Poison resist</i>	+2 saving throw vs poison, pg 14
<i>Spell resist</i>	+2 saving throw vs spell or spell like abilities, pg 14
<i>Attack bonus (vs orcs/goblins)</i>	+1 to-hit vs orcs, goblins, and goblinoids (half-orcs, goblins, bugbears, etc.), pg 14
<i>Special armor class vs Giant type</i>	+4 AC vs Giants and Giant-types (trolls, ogres, hill-giants, etc.), pg 14
<i>Appraise</i>	+2 appraise check for stone or metal items, pg 14
<i>Craft</i>	+2 craft check related to stone/metal working, pg 14
<i>Automatic Languages</i>	Dwarven (Midonian), Giant, Gnome, Goblin (Karmarthian), Undercommon, Orc, Common, pg 14

2005.06.18

<i>Traits</i>	<i>description</i>
<i>Favored class</i>	Fighter, no XP penalty to multi-class w/ fighter, pg 14

<i>Feat</i>	<i>description</i>
<i>Weapon Specialization (Dwarven Waraxe)</i>	+2 damage
<i>Power attack</i>	Up to -4BAB/+4 Damage, 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>Cleave</i>	Extra attack after dropping opponent, pg 91
<i>Great Cleave</i>	No limit to cleave, pg 91
<i>Weapon Focus (Dwarven Waraxe)</i>	+1 to-hit
<i>Sneak attack</i>	+1d6 damage when opponent is flanked or whenever opponent has loss of Dex bonus to AC (ex. surprised), w/ ranged if target is <=30', not viable against undead, constructs, plants, etc., pg 50
<i>Trapfinding</i>	can use Search skill to find traps w/ DC 20+. Can use Disable Device skill to disarm magical traps of DC 25+
<i>Simple weapons</i>	No penalty for using simple weapons, pg 91
<i>Improved Initiative</i>	+4 to init

Languages :

Karmarthian (goblin)

Midonian (dwarven)

Common/Undercommon

Loads: 0-100 (lt) / 101-200 (med) / 201-300 (hvy) / 300 (overhead) / 600 (lift) / 1500 (push)

Gear: current load = 95

Backpack

bedroll

rations [14] days worth

waterskin

rope [silk, 50']

torch

goblin pillgrimage robe

mushroom of restoration

gauntlets of ogre power (+2 str)

potion of bear's endurance

Hooded Cloak (gold trimmed and black w/ pockets)

Belt

(Token for Galley to Delium)

Money:

pp:

gp: 301

sp:

cp:

2005.06.18

gems:

Skills: (max ranks = 10 if both classes/8 if one or the other/5 cross-class)

(total skill points: 60 = 40 (1st lvl rogue) + 24 (6th lvl fighter))

CC=cross-class skill, U=can be used untrained, *=armor check penalty

<i>C</i>	<i>Name</i>	<i>Ability</i>	<i>total</i>	<i>Ability mod</i>	<i>Ranks</i>	<i>misc</i>
u	appraise [Ro]	INT	3/5	2	2	2
u	balance	DEX	2	2		
u	bluff	CHA	-1	-1		
u	climb	STR*	4/-4	4		-8
u	concentration	CON	4	4		
	decipher_scripts [Ro]	INT	3	2	2	
u	diplomacy	CHA	-1	-1		
	disable_device [Ro]	INT	4	2	4	
u	disguise	CHA	-1	-1		
u	escape_artist	DEX*	2/-6	2		-8
u	forgery	INT	2	2		
u	gather_information [Ro]	CHA	2	-1	6	
	handle_animal	CHA				
u	heal	WIS	1	1		
u	hide	DEX*	2/-6	2		-8
u	intimidate [F/Ro]	CHA	7	-1	8	
u	jump	STR*		4		-8
c c	knowledge: dungeoneering (aberration, caverns, oozes, spelunking)	INT	4	2	4	
c c	knowledge: local (legends, laws, customs, traditions, personalities, humaniods)	INT	4	2	2	
u	listen [F/Ro]	WIS	7	1	6	
u	move_silently	DEX*	2/-6	2		-8
	open_lock [Ro]	DEX	3	1	4	
u	ride	DEX	2	2		

2005.06.18

<i>C</i>	<i>Name</i>	<i>Ability</i>	<i>total</i>	<i>Ability mod</i>	<i>Ranks</i>	<i>misc</i>
u	search [Ro]	INT	08/10/ 05	2	6	2
u	sense_motive [Ro]	WIS	3	1	4	
	sleight_of_hand	DEX*				-8
	spellcraft	INT				
u	spot [Ro]	WIS	5/7	1	7	
u	survival [F]	WIS	3	1	4	
u	swim	STR*	4/-4	4		-8
	tumble	DEX*				
	use_magic_device	CHA				
u	use_ropes	DEX	2	2		

Playing Notes: