

# Rodkull

NAME <b>Ftr3</b>	4524	PLAYERNAME <b>Dwarf</b>	Medium	DEITY	4' 4"	186 lbs.	Neutral Good
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	ALIGNMENT
3	6000	48	Male	brown	brown,	-17	Darkvision (60')
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	16	+3	16	+3	16	+3
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	18	+4	18	+4	18	+4
<b>INT</b> Intelligence	11	+0	11	+0	11	+0
<b>WIS</b> Wisdom	11	+0	11	+0	11	+0
<b>CHA</b> Charisma	12	+1	12	+1	12	+1

<b>HP</b> hit points	39	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
<b>AC</b> armor class	21	18	13	10	4	4	3	0	0	0	Walk 20 ft.
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE

<b>INITIATIVE</b> modifier	+3	=	+3	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
<b>BASE ATTACK</b> bonus	+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+7	+3	+4	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+1	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+1	+1	+0	+0	+0	+0		

<b>MELEE</b> attack bonus	+6	=	+3	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+6	=	+3	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+6	=	+3	+3	+0	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+3	20/x2

<b>Flail, Heavy</b>		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	B	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	N/A	N/A	N/A	2W-P-(OH)	
1H-O	N/A	N/A	N/A	2W-P-(OL)	
2H	+6	1d10+4	N/A	2W-OH	

<b>Greataxe</b>		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	S	M	20/x3
To Hit	Dam	To Hit	Dam		
1H-P	N/A	N/A	N/A	2W-P-(OH)	
1H-O	N/A	N/A	N/A	2W-P-(OL)	
2H	+7	1d12+4	N/A	2W-OH	

<b>Handaxe</b>		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	S	M	20/x3
To Hit	Dam	To Hit	Dam		
1H-P	+6	1d6+3	N/A	2W-P-(OH)	
1H-O	+2	1d6+1	N/A	2W-P-(OL)	
2H	+6	1d6+3	N/A	2W-OH	

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

<b>ARMOR</b>	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Scale Mail	Medium	+4	+3	-4	25
*Shield, Tower	Shield	+4		-10	50

Tower shields can grant full cover, see text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3	MISC
			RANKS			MODIFIER
✓ Appraise	INT	0	= 0	+	+	
✓ Balance	DEX	-11	= 3	+	+ -14	
✓ Bluff	CHA	1	= 1	+	+	
✓ Climb	STR	-9	= 3	+	+ 2.0	+ -14
✓ Concentration	CON	4	= 4	+	+	
✓ Craft (Stoneworking)	INT	1	= 0	+	+ 1.0	+
✓ Craft (Untrained)	INT	0	= 0	+	+	
✓ Diplomacy	CHA	1	= 1	+	+	
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	-11	= 3	+	+ -14	
✓ Forgery	INT	0	= 0	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
✓ Heal	WIS	0	= 0	+	+	
✓ Hide	DEX	-11	= 3	+	+ -14	
✓ Intimidate	CHA	2	= 1	+	+ 1.0	+
✓ Jump	STR	-17	= 3	+	+ -20	
✓ Listen	WIS	2	= 0	+	+ 2.0	+
✓ Move Silently	DEX	-11	= 3	+	+ -14	
✓ Ride	DEX	3	= 3	+	+	
✓ Search	INT	2	= 0	+	+ 2.0	+
✓ Sense Motive	WIS	0	= 0	+	+	
✓ Spot	WIS	0	= 0	+	+	
✓ Survival	WIS	0	= 0	+	+	
✓ Swim	STR	-25	= 3	+	+ -28	
✓ Use Rope	DEX	3	= 3	+	+	

✓: can be used untrained. X: exclusive skills

<b>*Mace, Heavy</b>		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	B	M	20/x2
	To Hit	Dam	To Hit	Dam	
1H-P	+6	1d8+3	2W-P-(OH)	+0	1d8+3
1H-O	+2	1d8+1	2W-P-(OL)	+2	1d8+3
2H	+6	1d8+4	2W-OH	-4	1d8+1
Special Properties					

<b>Shortbow</b>		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	20/x3
	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.
To Hit	+6	+6	+4	+2	+0
Dam	1d6	1d6	1d6	1d6	1d6
Special Properties					

<b>EQUIPMENT</b>					
ITEM	LOCATION	QTY	WT	COST	
Arrows (20)	Carried	1	3.0	1.0	
Backpack	Carried	1	2.0	2.0	
<small>5 lbs., 1 Crowbar, 1 Potion of Cure Light Wounds</small>					
Crowbar	Backpack	1	5.0	2.0	
Flail, Heavy	Carried	1	10.0	15.0	
Greataxe	Carried	1	12.0	20.0	
Handaxe	Carried	1	3.0	6.0	
Mace, Heavy	Equipped	1	8.0	12.0	
Explorer's Outfit	Equipped	1	8.0	0.0	
<b>Potion of Cure Light Wounds</b>	Backpack	1	0.0	50.0	
Scale Mail	Equipped	1	30.0	50.0	
Shield, Tower	Equipped	1	45.0	30.0	
<small>Tower shields can grant full cover, see text</small>					
Shortbow	Carried	1	2.0	30.0	
<small>0 lbs.</small>					
<b>TOTAL WEIGHT CARRIED/VALUE</b>			120	218.0	gp lbs.

<b>WEIGHT ALLOWANCE</b>					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

<b>SPECIAL ABILITIES</b>	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Stability	
Stonecunning	

<b>FEATS</b>	
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

<b>PROFICIENCIES</b>	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, GUISARME, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsword, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, URGROSH (Dwarven), Waraxe (Dwarven), Warhammer	

<b>LANGUAGES</b>	
Common, Dwarven	

## Notes:

Character Sheet Notes: