

Character Name

Fighter 1

CLASS

1 (1)

Character Level (CR)

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

20

+5

20

+5

DEX

Dexterity

15

+2

15

+2

CON

Constitution

16

+3

16

+3

INT

Intelligence

6

-2

6

-2

WIS

Wisdom

13

+1

13

+1

CHA

Charisma

4

-3

4

-3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

Player Name

Half-Orc / Humanoid

RACE

17

Male

AGE

GENDER

EYES

HAIR

Points

None

Region

Chaotic Neutral

Darkvision (60 ft.)

VISION

Deity

Medium / 5 ft.

SIZE / FACE

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP

hit points

13

AC

armor class

12

TOTAL

FLAT

10

TOUCH

12

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+0

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

Encumbrance

Light

MELEE

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+1

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+1

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+6

DAMAGE

1d3+5

CRITICAL

20/x2

REACH

5 ft.

Skills

TOTAL SKILLPOINTS: 4

MAX RANKS: 4/2

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

-2

=

-2

✓ Balance

DEX

2

=

2

✓ Bluff

CHA

-3

=

-3

✓ Climb

STR

7

=

5

+ 2

✓ Concentration

CON

3

=

3

✓ Concentration (Cast defensively)

0

=

0

✓ Craft (Untrained)

INT

-2

=

-2

✓ Diplomacy

CHA

-3

=

-3

✓ Disguise

CHA

-3

=

-3

✓ Escape Artist

DEX

2

=

2

✓ Forgery

INT

-2

=

-2

✓ Gather Information

CHA

-3

=

-3

✓ Heal

WIS

1

=

1

✓ Hide

DEX

2

=

2

✓ Intimidate

CHA

1

=

-3 + 4

✓ Jump

STR

5

=

5

✓ Knowledge (Untrained)

INT

-2

=

-2

✓ Listen

WIS

1

=

1

✓ Move Silently

DEX

2

=

2

✓ Ride

DEX

2

=

2

✓ Search

INT

-2

=

-2

✓ Sense Motive

WIS

1

=

1

✓ Spot

WIS

1

=

1

✓ Survival

WIS

1

=

1

✓ Swim

STR

7

=

5

+ 2

✓ Use Rope

DEX

2

=

2

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Character: Kull
Player:

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
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Level:1 (CR:1)
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WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MONEY
Total= 0 gp [Unspent Funds = 16.9 gp]

MAGIC

Languages
Common, Orc

Other Companions

Special Qualities
<div>Bonus Feats</div> <div>[Wizards of the Coast - Players Handbook, p.38]</div> <p>a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter</p> <div>Darkvision (Ex)</div> <div>[Universal Rules, p.165]</div> <p>Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.</p> <div>Half-Orc Racial Traits (Ex)</div> <div>[Wizards of the Coast - Players Handbook]</div> <p>Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all. For all effects related to race, a half-orc is considered an orc.</p> <div>Orc Blood</div> <div>[Wizards of the Coast - Players Handbook, p.19]</div> <p>For all effects related to race, a half-orc is considered an orc. Half-orcs, for example, are just as vulnerable to special effects that affect orcs as their orc ancestors are, and they can use magic items that are only usable by orcs.</p> <div>Weapon and Armor Proficiency</div> <div>[Wizards of the Coast - Players Handbook, p.38]</div> <p>A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).</p>

Feats
<div>Athletic</div> <div>[Wizards of the Coast - Player's Handbook, p.89]</div> <p>You have a knack for athletic endeavors. You get a +2 bonus on all Climb checks and Swim checks.</p> <div>Two-Weapon Fighting</div> <div>[Book of Vile Darkness, p.102]</div> <p>You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. -2 to all attacks (offhand weapon must be light)</p>

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Kull

Half-Orc

RACE

17

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 2"

HEIGHT

258 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: