

Kull

Character Name: Fighter 1 Player Name: Half-Orc / Humanoid Deity: None Region: Chaotic Neutral
 CLASS: 1 (1) RACE: Half-Orc / Humanoid SIZE / FACE: Medium / 5 ft. HEIGHT / WEIGHT: 6' 2" / 258 lbs. Alignment: Darkvision (60 ft.)
 Character Level (CR): 1 EXP/NEXT LEVEL: 0 / 1000 AGE: 17 GENDER: Male EYES: HAIR: Points:

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED											
STR Strength	20	+5	20	+5			HP hit points	13					SPEED Walk 30 ft.											
DEX Dexterity	15	+2	15	+2			AC armor class	12	10	12	=	10	0	0	0	0	0	0	0	0	0	0	0	0
CON Constitution	16	+3	16	+3			INITIATIVE modifier		+2	=	+2	+0												
INT Intelligence	6	-2	6	-2			Encumbrance																	
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	+0
WILL (wisdom)	+1	=	+0	+1	+0	+0	+0

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	=	+1	+5	+0	+0	+0
RANGED attack bonus	+3	=	+1	+2	+0	+0	+0
GRAPPLE attack bonus	+6	=	+1	+5	+0	+0	+0

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+5	20/x2	5 ft.

*: 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.

MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
0	0	0	0	0	0	0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	TOTAL SKILLPOINTS: 4		MAX RANKS: 4/2	
✓ 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.

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

Bonus Feats [Wizards of the Coast - Players Handbook, p.38]

a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter

Darkvision (Ex) [Universal Rules, p.165]

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.

Half-Orc Racial Traits (Ex) [Wizards of the Coast - Players Handbook]

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.

Orc Blood [Wizards of the Coast - Players Handbook, p.19]

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.

Weapon and Armor Proficiency [Wizards of the Coast - Players Handbook, p.38]

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Feats

Athletic [Wizards of the Coast - Player's Handbook, p.89]

You have a knack for athletic endeavors.

You get a +2 bonus on all Climb checks and Swim checks.

Two-Weapon Fighting [Book of Vile Darkness, p.102]

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)

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, Ransour, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortsword, 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: