Kull
Character Name

Kull
Player Name

None
Deity

Chaotic Neutral
Alignment

Fighter 2
CLASS

Half-Orc / Humanoid
RACE

Medium / 5 ft.
SIZE / FACE

0' 6" / 258 lbs.
HEIGHT / WEIGHT

Darkvision (60 ft.)
VISION

2 (2)
Character Level (CR)

0 / 3000
EXP/NEXT LEVEL

17
AGE

Männlich
GENDER

EYES

HAIR

Points

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		

HP hit points: 22

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED: Walk 20 ft.

AC armor class

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
17 : 15 : 12		= 10	+ 5	+ 0	+ 2	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0

INITIATIVE modifier

TOTAL	DEX MODIFIER	MISC MODIFIER
+2 =	+2	+ +0

MISS CHANCE: 30
Arcane Spell Failure

ARMOR CHECK PENALTY: -5

SPELL RESIST: 0

ACID RESIST | COLD RESIST | ELECT. RESIST | FIRE RESIST

Encumbrance: Light

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6 =	+3 +	+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	+7	=	+2	+ +5	+ +0	+ +0	0 +	
RANGED attack bonus	+4	=	+2	+ +2	+ +0	+ +0	0 +	
GRAPPLE attack bonus	+7	=	+2	+ +5	+ +0	+ +0	+0 +	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+5	20/x2	5 ft.

Special Properties:

Greataxe			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	S	M	20/x3	5 ft.

	To Hit	Dam		To Hit	Dam
2H	+7	1d12+7	**2W-OH**	N/A	N/A

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Chainmail	Medium	+5	+2	-5	30

SKILLS

TOTAL SKILLPOINTS: 5

MAX RANKS: 5/2.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS		MISC MODIFIER
✓	Appraise	INT	-2	=	-2			
✓	Balance	DEX	-3	=	2		+	-5
✓	Bluff	CHA	-3	=	-3			
✓	Climb	STR	4	=	5		+	-1
✓	Concentration	CON	3	=	3			
✓	Craft (Untrained)	INT	-2	=	-2			
✓	Diplomacy	CHA	-3	=	-3			
✓	Disguise	CHA	-3	=	-3			
✓	Escape Artist	DEX	-3	=	2		+	-5
✓	Forgery	INT	-2	=	-2			
✓	Gather Information	CHA	-3	=	-3			
✓	Heal	WIS	1	=	1			
✓	Hide	DEX	-3	=	2		+	-5
✓	Intimidate	CHA	1	=	-3	+	4	
✓	Jump	STR	-5	=	5	+ 1	+	-11
✓	Listen	WIS	1	=	1			
✓	Move Silently	DEX	-3	=	2		+	-5
✓	Perform (Untrained)	CHA	-3	=	-3			
✓	Ride	DEX	2	=	2			
✓	Search	INT	-2	=	-2			
✓	Sense Motive	WIS	1	=	1			
✓	Spot	WIS	1	=	1			
✓	Survival	WIS	1	=	1			
✓	Swim	STR	-3	=	5		+	-8
✓	Use Rope	DEX	2	=	2			
				=		+		+
				=		+		+

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

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Player: **Kull**

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
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Level:2 (CR:2)
Page 1

EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
Greataxe	Equipped	1	12 / 20
Chainmail	Equipped	1	40 / 150
Traveler's Outfit	Equipped	1	5 / 1
Flint and Steel	Equipped	1	0 / 1
Backpack	Equipped	1	2 / 2
Grappling Hook	Equipped	1	4 / 1
Climber's Kit	Equipped	1	5 / 80
Bedroll	Equipped	1	5 / 0.1
Pick (Miner's)	Equipped	1	10 / 3
Spade or Shovel	Equipped	1	8 / 2
Meals (Common/Per Day)	Equipped	5	0 (0) / 0.3 (1.5)
TOTAL WEIGHT CARRIED/VALUE	**86 lbs.**		**261.6gp**

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 = 176.4 gp]

MAGIC

Languages
Common, Orc

Other Companions

Special Qualities

Bonus Feats [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesI]

At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.

Weapon and Armor Proficiency [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesI]

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

Darkvision (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Range 60; 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 - Revised (v.3.5) System Reference Document]

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. 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. (See the Monster Manual for more information about orcs, and the Dungeon Master's Guide for more on magic items.)

Humanoid Traits [Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities]

Humanoids eat/sleep/breathe

Orc Blood [Wizards of the Coast - Revised (v.3.5) System Reference Document]

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Feats

Athletic [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

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

Power Attack [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

On your action, before making attack rolls for a round, you may choose to subtract up to 2 from all melee attack rolls and add the same number to all melee damage rolls.

Two-Weapon Fighting [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Proficiencies

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

Templates

Base Race Type
Base Race Type ~ Humanoid

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Page 2

Kull

Half-Orc

RACE

17

AGE

Männlich

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Rechts

DOMINANT HAND

0' 6"

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:

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Page 3