

Zomdu

Ftr1

CLASS

1

Medium

SIZE

57

AGE

Male

GENDER

4' 1"

HEIGHT

150 lbs.

WEIGHT

Lawful Good

ALIGNMENT

Shau

DEITY

Dwarf, Hill

RACE

0

Current XP

1,000

XP for Next Level

1,000

XP Remaining

In Game XP Gained



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP				SUBDUAL DAMAGE		DAMAGE REDUCTION		HIT DIE TYPE		SPEED													
STR	18	+4			HP	13									1d10	20													
DEX	10	+0			AC	15	15	10	= 10 +	4	+	1	+	0	+	0	+	0	+	0	25			0					
						TOTAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.									
CON	16	+3																											
INT	10	+0																											
WIS	10	+0																											
CHA	10	+0																											
						INITIATIVE				SAVING THROWS				TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER		CONDITIONAL MODIFIERS			
						+ 0 = 0 + 0				Fortitude Con				5		= 2		+		3		+		0		+		0	
						TOTAL DEX MOD MISC MOD				Reflex Dex				0		= 0		+		0		+		0		+		0	
						BASE ATTACK BONUS				Will Wis				0		= 0		+		0		+		0		+		0	
						+1																							

	TOTAL		BASE ATTACK BONUS		ABILITY MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
MELEE ATTACK BONUS	+5	=	1	+	4	+	0	+	0	+	
RANGED ATTACK BONUS	+1	=	1	+	0	+	0	+	0	+	
Grapple MODIFIER	+5	=	1	+	4	+	0	+	0	+	

Waraxe, dwarven		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+5		1d10+4		x3			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
-	8 lbs.	Slashing	Medium				

Chain shirt		TYPE		ARMOR BONUS		MAX DEX BONUS	
Light		+4		4			
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES			
-2	20%	20 ft.	25 lbs.				

Shield, light steel		ARMOR BONUS		WEIGHT		CHECK PENALTY		SPELL FAILURE	
+1		6 lbs.		-1		5%			
SPECIAL PROPERTIES									

SKILLS

Max Ranks 4/ 2

SKILL NAME	KEY ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD
■ Appraise	Int	0	=	+ 0	+
■ Balance*	Dex	-3	=	+ 0	+ -3
■ Bluff	Cha	0	=	+ 0	+
■ Climb*	Str	5	= 4	+ 4	+ -3
■ Concentration	Con	3	=	+ 3	+
■ Control Shape	Wis	0	=	+ 0	+
■ Craft (_____)	Int	-2	=	+ 0	+ -2
■ Craft (Armorsmithing)	Int	0	=	+ 0	+
■ Craft (Blacksmithing)	Int	0	=	+ 0	+
■ Craft (Stonemasonry)	Int	0	=	+ 0	+
■ Craft (Weaponsmithing)	Int	0	=	+ 0	+
■ Diplomacy	Cha	0	=	+ 0	+
■ Disguise	Cha	0	=	+ 0	+
■ Escape Artist*	Dex	-3	=	+ 0	+ -3
■ Forgery	Int	0	=	+ 0	+
■ Gather Information	Cha	0	=	+ 0	+
■ Heal	Wis	0	=	+ 0	+
■ Hide*	Dex	-3	=	+ 0	+ -3
■ Intimidate	Cha	4	= 4	+ 0	+
■ Jump*	Str	-5	=	+ 4	+ -9
■ Listen	Wis	0	=	+ 0	+
■ Literacy		0	=	+ 0	+
■ Move Silently*	Dex	-3	=	+ 0	+ -3
■ Perform (Act)	Cha	0	=	+ 0	+
■ Perform (Comedy)	Cha	0	=	+ 0	+
■ Perform (Dance)	Cha	0	=	+ 0	+
■ Perform (Keyboard Instruments)	Cha	0	=	+ 0	+
■ Perform (Oratory)	Cha	0	=	+ 0	+
■ Perform (Percussion)	Cha	0	=	+ 0	+
■ Perform (Sing)	Cha	0	=	+ 0	+
■ Perform (String Instruments)	Cha	0	=	+ 0	+
■ Perform (Weapon Drill)	Cha	0	=	+ 0	+
■ Perform (Wind Instruments)	Cha	0	=	+ 0	+
■ Profession (Miner)	Wis	2	=	+ 0	+ 2
■ Ride	Dex	0	=	+ 0	+
■ Search	Int	0	=	+ 0	+
■ Sense Motive	Wis	0	=	+ 0	+
■ Spot	Wis	0	=	+ 0	+
■ Survival	Wis	0	=	+ 0	+
■ Swim*	Str	-2	=	+ 4	+ -6
■ Use Rope	Dex	0	=	+ 0	+

Skills marked with ■ can be used untrained.  
\* armor check penalty, if any, applies.  
\*\* Double armor penalty

EQUIPMENT							
ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Chain shirt	1	100 gp	(25.00)	Shield, light steel	1	9 gp	(6.00)
Coin: gp (101)	1	101 gp	(2.02)	Waraxe, dwarven	1	30 gp	(8.00)
1 - 100 lbs. LIGHT LOAD	101 - 200 lbs. MEDIUM LOAD	201 - 300 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY			
CP -	SP -	GP - 101	PP -
Misc -			

LANGUAGES	FEATS	SPECIAL ABILITIES
Dwarven, Common	Armor Proficiency: heavy	Special Qualities
	Cleave	+1 Attack vs. Orcs and Goblinoids
	Armor Proficiency: medium	+2 Appraise (Stone and Metal Items)
	Tower Shield Proficiency	+2 Craft (Stone and Metal Items)
	Simple Weapon Proficiency	+2 Saves vs. Poison
	Power Attack	+2 Saves vs. Spells and Spell-like Effects
	Shield Proficiency	+4 Dodge Bonus to AC vs. Giants
	Armor Proficiency: light	Darkvision (Ex): 60 ft.
		Stability (Ex)
		Stonecunning (Ex)
		Weapon Familiarity (Ex)
		Fighter Class Features
		Bonus Feat
		Proficiency: Armor, Heavy
		Proficiency: Armor, Light
		Proficiency: Armor, Medium
		Proficiency: Martial Weapons: All
		Proficiency: Shields
		Proficiency: Simple Weapons: All
		Proficiency: Tower Shield