

Grimfold Stoneshield

Pre-Gen

Neutral Good

NAME: Ftr12, CLASS: 66000, EXPERIENCE: 12, CHARACTER LEVEL: 12, NEXT LEVEL: 78000
 PLAYERNAME: Dwarf, RACE: Medium, SIZE: 4' 0", HEIGHT: 157 lbs., WEIGHT: Brown, Braided, HAIR: Long Bearded, EYES: Gray, DEITY: Neutral Good, ALIGNMENT: Darkvision (60'), VISION: -1

12, 78000, 56, Male, Gray, Brown, Braided, Long Bearded, -1

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	18	+4	18	+4	18	+4	140			3/-	Walk 20 ft.
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	24	23	11	10
CON Constitution	19	+4	19	+4	19	+4					
INT Intelligence	11	+0	11	+0	11	+0					
WIS Wisdom	9	-1	9	-1	9	-1					
CHA Charisma	10	+0	10	+0	10	+0					

INITIATIVE modifier: +3 = +3 + +0
 TOTAL: +12/+7/+2

BASE ATTACK bonus: +12/+7/+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+12	+8	+4	+0	+0	+0		
REFLEX (dexterity)	+7	+4	+3	+0	+0	+0		
WILL (wisdom)	+3	+4	-1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+16/+11/+6	+12/+7/+2	+4	+0	+0	+0	
RANGED attack bonus	+15/+10/+5	+12/+7/+2	+3	+0	+0	+0	
GRAPPLE attack bonus	+16/+11/+6	+12/+7/+2	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16/+11/+6	1d3+4	20/x2	5 ft.

*Battleaxe +2 (Flaming)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+20/+15/+10	1d8+8				
Special Properties	+1d6 fire damage				

Crossbow, Heavy	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TH	30 ft.	120 ft.	240 ft.	360 ft.	480 ft.
Dam	+15/+10/+5	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1
Special Properties	1d10				

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
*Dwarven Plate +2	Heavy	+10	+1	-5	35
40hp/inch and 20 hardness					
*Shield +1 (Heavy/Metal)	Heavy	+3		-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
			RANKS		MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	-3	= 3	+	+ -6
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	0	= 4	+ 2.0	+ -6
✓ Concentration	CON	4	= 4	+	+
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Craft (Weaponsmithing)	INT	5	= 0	+ 3.0	+ 2
✓ Diplomacy	CHA	2	= 0	+ 2.0	+
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	-3	= 3	+	+ -6
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	0	= 0	+	+
✓ Handle Animal	CHA	2	= 0	+ 2.0	+
✓ Heal	WIS	-1	= -1	+	+
✓ Hide	DEX	-3	= 3	+	+ -6
✓ Intimidate	CHA	0	= 0	+	+
✓ Jump	STR	-5	= 4	+ 3.0	+ -12
✓ Knowledge (History)	INT	1	= 0	+ 1.5	+
✓ Listen	WIS	-1	= -1	+	+
✓ Move Silently	DEX	-3	= 3	+	+ -6
✓ Ride	DEX	4	= 3	+ 1.0	+
✓ Search	INT	0	= 0	+	+
✓ Sense Motive	WIS	-1	= -1	+	+
✓ Spot	WIS	-1	= -1	+	+
✓ Survival	WIS	2	= -1	+ 3.0	+
✓ Swim	STR	-4	= 4	+ 4.0	+ -12
✓ Use Rope	DEX	4	= 3	+ 1.0	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Battleaxe +2 (Flaming) +1d6 fire damage	Equipped	1	6.0	18310.0
Bolts, Crossbow (50)	Equipped	1	5.0	5.0
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Crossbow, Heavy 0 lbs.	Carried	1	8.0	50.0
Dwarven Plate +2 40hp/inch and 20 hardness	Equipped	1	50.0	20500.0
Explorer's Outfit	Equipped	1	8.0	10.0
Potion of Cure Serious Wounds □□	Equipped	2	0.0 (0.0)	750.0 (1500.0)
Potion of Cold Resist Energy 30 □	Equipped	1	0.0	1100.0
Shield +1 (Heavy/Metal)	Equipped	1	15.0	1170.0
TOTAL WEIGHT CARRIED/VALUE			84 lbs.	42645.0 gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

MONEY
Backpack
Torches (5)
Flint & Steel
Belt
Small Pouches (2 on Belt)
Bedroll
Cold Weather Clothes (2 sets)
Cold Weather Blanket
Dagger
Flask of Oil (2)
House Signet Ring
Scroll Case
Sheets of Parchment (6)
Candle
Piece of Chalk (3)
Wooden Mallet
Iron Spikes (5)
Waterskin
Trail Rations (2 weeks)
Silk Rope (50 Feet)
Pup Tent
Royal Insignia Ring
Total = 0.0 gp

SPECIAL ABILITIES
+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

FEATS	
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Greater Weapon Focus (Battleaxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Improved Critical (Battleaxe)	When using the weapon you selected, your threat range is doubled.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 12 from all melee attack rolls and add the same number to all melee damage rolls.
Weapon Focus (Battleaxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Battleaxe)	You gain a +2 bonus on all damage 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.

PROFICIENCIES
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, Ransneur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrush (Dwarven), Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Dwarven

Notes:

Character Sheet Notes: