Character Name	Total	Humanoid (Human)	Age
Ermy	LEVEL 1	Human (P)	16

Primary	Level	Type	HD Racial	Total	Adj.	Type	XP Next level: 2,000 xp	Gender	Eyes
Fighter (P)	1	d10		1			0	Male	Blue

Secondary	Level	Type	Size	ECL	Adj.	Height	Weight	Hair
			Medium	1		6' 0"	165 lb.	Bald

Third Class	Level	Type	Space / Reach	Alignment	Deity	Skin
			5 ft./5 ft.	Lawful Neutral	Pholtus	White

SPD Speeds: 20' (Land Speed) = 30' (Base) + -10' (Gear) + 0' (Effects) / 0' (Burrow) / 0' (Climb) / 0' (Fly) / 0' (Swim)

STR Strength	16	+3
DEX Dexterity	17	+3
CON Constitution	15	+2
INT Intelligence	12	+1
WIS Wisdom	16	+3
CHA Charisma	14	+2
Ability		Modif

HP Hit Points: 12 (Adj.) ①①①①①①①①①①①①

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Fighter (P) — Favored Class

AC Armor Class: 21 = 10 (Base) + 6 (Armor) + 2 (Shield) + 2 (Dexterity) + (Size) + (Dodge) + (Deflection) + 1 (Other) + (Adj.)

HERO Points (Available)

Touch Armor Class: 12

Flat-Foot Armor Class: 19

INIT Modifier: +3 = 3 (Dex) + (Effects) + (Adj.)

SPELL Resistance (SR Adj, PR Adj)

POWER Points

CMB Bonus: +4 = 1 (Base) + 3 (STR) + (Size) + (Effects) / (Cond.)

CMD Defense: 17 = 11 (Base) + 3 (STR) + 3 (DEX) + (Size) + (Effects) / (Cond.)

			Base	Ability	Epic	Effects	Adj.	Cond.
FORTITUDE (Constitution)	+4	=	2	2				
REFLEX (Dexterity)	+3	=		3				
WILL (Wisdom)	+3	=		3				

ENERGY Resistances: Acid, Cold, Elec., Fire, Sonic / Neg., Pos.

Damage Reduction

BASE Attack: +1 (Base) / (2nd) / (3rd) / (4th) (Adj.)

Leader Leadership (Base)

			Base	Ability	Size	Epic	Adj.
MELEE Attack Bonus	+4	=	1	3			
RANGED Attack Bonus	+4	=	1	3			

Vision & Senses

SKILL	ACP -6 TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *	-3-4	DEX	3		-6	-4	
Appraise-p	1	INT	1				
Bluff-p	2	CHA	2				
Climb-p *	-3	STR	3		-6		
Diplomacy-p	2	CHA	2				
Disable Device-p *	-	DEX	3		-8		
Disguise-p	2	CHA	2				
Escape Artist-p *	-3	DEX	3		-6		
Fly-p *	-3	DEX	3		-6		
Handle Animal-p	-	CHA	2				
Heal-p	3	WIS	3				
Intimidate-p	6	CHA	2	4			
Linguistics-p	-	INT	1				
Perception-p	3	WIS	3				
Ride-p *	1	DEX	3	4	-6		
Sense Motive-p	3	WIS	3				
Sleight of Hand-p *	-	DEX	3		-6	2	
Spellcraft-p	-	INT	1				
Stealth-p *	-3	DEX	3		-6		
Survival-p	3	WIS	3				
Swim-p *	-3	STR	3		-6		
Use Magic Device-p	-	CHA	2				
Knowledge: Nobility-p	-	INT	1				
Profession: Soldier-p	7	WIS	3	4			
Profession: Sailor-p	7	WIS	3	4			
Profession: Siege Eng.-p	7	WIS	3	4			

FULL ATTACK One-Handed — Longsword
Total Attack / Damage: +5; 1d8+3 — Adj. — Critical: 19-20; x2 — Range: - — Damage Type: Slashing
Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins
Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK One-Handed — Dagger
Total Attack / Damage: +4; 1d4+3 — Adj. — Critical: 19-20; x2 — Range: 10' — Damage Type: Piercing or Slashing
Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK Ranged — Composite Longbow
Ranged Attack / Damage: +4; 1d8 — Adj. — Critical: 20; x3 — Range: 110' — Damage Type: Piercing
Desc: Made for a strength ratings of +0
Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK One-Handed — None
Total Attack / Damage — Adj. — Critical — Range — Damage Type
Size Category — Adj.
Notes:
Ammo

FULL ATTACK One-Handed — None
Total Attack / Damage — Adj. — Critical — Range — Damage Type
Size Category — Adj.
Notes:
Ammo

FULL ATTACK One-Handed — None
Total Attack / Damage — Adj. — Critical — Range — Damage Type
Size Category — Adj.
Notes:
Ammo

ARMOR

Chainmail Armor	Adj.	Check Adj.:

Medium	Max Dex: 2	Bonus: +6	Armor Check: -6	Spell Fail: 30%	40 lb.

Desc: Interlocking metal rings. Uncomfortable to wear for long periods of time. Includes gauntlets

Notes:

SHIELD

Heavy Steel Shield	Adj.	Check Adj.:

Max Dex:	Bonus: +2	Armor Check: -2	Spell Fail: 15%	15 lb.

Desc: Shield hand can only use shield

Notes:

COINS

Platinum:	0	pp
Gold:	0	gp
Silver:	0	sp
Copper:	0	cp

GEMS

SPELLS

Arcane Spell Failure: 45% Adj.:

Casting Class:								
Caster Level:								
Caster level adj:								
Spell / day adj:								
Spell known adj:								
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

LOCATIONS

Tag	Weight

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GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.		Loc.	QTY	LB.
Basic Equipment List		1	83	Longsword		1	4	Potion of CLW		1	
Potion Belt		1	1	Dagger		1	1				
				Composite Longbow		1	3				
				Arrow		20	2				
				Quiver of Arrows (20)		1	1				

150.2 lb.	Medium	2	-3	866 gp
Total Weight	Load Class	Max Dex	Chk Pen.	Total Value

ENCUMBRANCE

76.7	153.3	230.0	460.0	1,150.0	
Light	Medium	Heavy	Lift	Drag	Adj

FEATS

Selection List: All Feats and Traits

3	=	2	+	1	+	

Rich Parents Trait	Your starting cash increases to 900 GP.	
Armor Expert Trait	Reduce armor check penalty by 1	√
Wpn Focus: Longsword	+1 bonus on attack rolls with: Longsword	√
Shield Focus	+1 bonus to AC while holding your Heavy Steel Shield	√
Power Attack	Gain a +2 bonus to all melee damage but take a -1 penalty to all melee attacks	i

INFO

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Fighter (P) 1st

Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)
1x bonus combat feat

Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

Languages (x2)

Common, Orc

CHARACTER STATUS

Dexterity bonus to AC reduced because of Medium Load
Dexterity bonus to AC reduced because of your Chainmail Armor

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	2	
Common		
Orc		

Spell Difficulty Class Adj.

SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.

Spell per day Adjustments & Effects

	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Spell Known Adjustments & Effects

	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Manifester Class Level Adjustments

All Aspects :									
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									

Ermy

Human (P), Fighter (P) 1st

Medium Humanoid (Human)
Alignment: Lawful Neutral [Pholtus]
Hit Dice: 1d10+2 (12 hp)
Initiative: +3
Speed: 20' (4 sq) (medium enc.)
Space/Reach: 5 ft./5 ft.
AC: 21 (+6 Armor, +2 Shield, +2 Dex, +1 Other), Touch 12, Flat-Footed 19
Saves: Fort +4, Ref +3, Will +3
Abilities: Str 16, Dex 17, Con 15, Int 12, Wis 16, Cha 14
Base Att/CMB/CMD: +1 / +4 / 17
Single Attack:
Longsword: +5 melee (1d8+3/19-20)
Dagger: +4 melee (1d4+3/19-20)
Composite Longbow: +4 ranged (1d8/20/x3)

Full Attack:
Longsword: +5 melee (1d8+3/19-20)
Dagger: +4 melee (1d4+3/19-20)
Composite Longbow: +4 ranged (1d8/20/x3)

FEATS
Rich Parents Trait, Armor Expert Trait, Wpn Focus: Longsword, Shield Focus, Power Attack.

SKILLS
Acrobatics -3-4, Appraise +1, Bluff +2, Climb -3, Diplomacy +2, Disguise +2, Escape Art -3, Fly -3, Heal +3, Intimidate +6, Perception +3, Ride +1, Sense Motive +3, Stealth -3, Survival +3, Swim -3, Pro:Soldier +7, Pro:Sailor +7, Pro:Siege En +7.

EQUIPMENT
ARMOR WORN: Chainmail Armor.
SHIELD: Heavy Steel Shield.
Basic Equipment List, Potion Belt, Longsword, Dagger,
Composite Longbow, 20xArrow Quiver of Arrows (20), Potion of CLW

TOTAL CHARACTER VALUE
866 gp.

NOTES

Racial Traits: Human (P)
Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Fighter (P) 1st
Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)
1x bonus combat feat

Conditional Skill
-4 on Acrobatics checks made to jump [Base Speed]

Languages (x2)
Common, Orc

CHARACTER STATUS
Dexterity bonus to AC reduced because of Medium Load
Dexterity bonus to AC reduced because of your Chainmail Armor

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