

Ermy
 Character Name
Fighter (P) 2
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 2

Human (P)

19

Total Humanoid (Human) Age
 d10 **HD 1** **XP 0** Male Blue
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
 Medium 2 6' 0" 165 lb. Bald
 Type Size ECL Adj. Height Weight Hair
 5 ft./5 ft. Lawful Neutral Pholtus White
 Type Space / Reach Alignment Deity Skin
SPD 20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'
 Land Speed Base Gear Effects Burrow Climb Fly Swim



Fighter (P)
 Favored Class

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

HP 22
 Hit Points

AC 23
 Armor Class

Touch 11
 Armor Class

CMB +5
 Bonus

FORTITUDE (Constitution)	+5
REFLEX (Dexterity)	+3
WILL (Wisdom)	+3

BASE +2
 Attack

MELEE +5
 Attack Bonus

RANGED +5
 Attack Bonus

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 Ranged

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

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Flat-Foot 22
 Armor Class

INIT +3
 Modifier

ENERGY
 Resistances

Damage Reduction

Leader
 Leadership

Vision & Senses

BASE +2
 Attack

MELEE +5
 Attack Bonus

RANGED +5
 Attack Bonus

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 Ranged

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

FULL ATTACK
 One-Handed

AC 23 = 10 + 9 + 2 + 1 + ...

Touch 11 = 3 + ...

INIT +3 = 3 + ...

ENERGY 18 = 12 + 3 + 3 + ...

Damage Reduction

Leader

Vision & Senses

BASE

MELEE

RANGED

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

FULL ATTACK

HERO Points Available

SPELL Resistance

POWER Points

CMD 18 = 12 + 3 + 3 + ...

ENERGY Resistances

SKILL ACP -7 TOTAL

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *	-4	-4	DEX	3	-7	-4		
Appraise-p	1	1	INT	2				
Bluff-p	2	2	CHA	2				
Climb-p *	-4	-4	STR	3	-7			
Diplomacy-p	2	2	CHA	2				
Disable Device-p *	-	-	DEX	3	-9			
Disguise-p	2	2	CHA	2				
Escape Artist-p *	-4	-4	DEX	3	-7			
Fly-p *	-4	-4	DEX	3	-7			
Handle Animal-p	6	6	CHA	2	4			
Heal-p	3	3	WIS	3				
Intimidate-p	6	6	CHA	2	4			
Linguistics-p	-	-	INT	1				
Perception-p	4	4	WIS	3	1			
Ride-p *	0	0	DEX	3	4	-7		
Sense Motive-p	3	3	WIS	3				
Sleight of Hand-p *	-	-	DEX	3	-7	2		
Spellcraft-p	-	-	INT	1				
Stealth-p *	-4	-4	DEX	3	-7			
Survival-p	7	7	WIS	3	4			
Swim-p *	-4	-4	STR	3	-7			
Use Magic Device-p	-	-	CHA	2				
Knowledge: Nobility-p	-	-	INT	1				
Profession: Soldier-p	8	8	WIS	3	5			
Profession: Sailor-p	7	7	WIS	3	4			
Profession: Siege Eng-p	8	8	WIS	3	5			

ARMOR		Full Plate Armor		Adj:		Check Adj.:	
Heavy	Max Dex: 1	Bonus: +9	Armor Check: -7	Spell Fail: 35%	50 lb.		
Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets & helmet							
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:							

MAGICAL ITEMS WORN			List: Wondrous Items		
Head:		Waist:			
Eyes:		Shoulders:			
Neck:		Arm/Wrist:			
Chest:		Headband:			
Hands:		Body:			
Feet:					
Right Finger:					
Left Finger:					

COINS	
Platinum:	0 gp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
GEMS	

SPELLS		Arcane Spell Failure: 50% 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									

LOCATIONS	
PB	0.3 lb.
Tag	Weight

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All	PB	
Basic Equipment List			1	83		1	4	Potion of CLW			3
Potion Belt			1	1		1	1				
						1	3	Composite Longbow			
						20	2	Arrow			
						1	1	Quiver of Arrows (20)			

160.1 lb.	Heavy	1	-6	2,316 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				
Rich Parents Trait	4	=	2	+
Armor Expert Trait	2	+	2	+
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			
Cleave	You can strike two adjacent foes with a single swing, but -2 to AC			

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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) 2nd	
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)	
2x bonus combat feat	
Conditional Bonus - Fighter (P) Class	
+1 to Will saves vs fear [Bravery]	
Conditional Skill	
-4 on Acrobatics checks made to jump [Base Speed]	
Languages (x2)	
Common, Orc	
CHARACTER STATUS	
Dexterity bonus to AC reduced because of Heavy Load	
Dexterity bonus to AC reduced because of your Full Plate 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

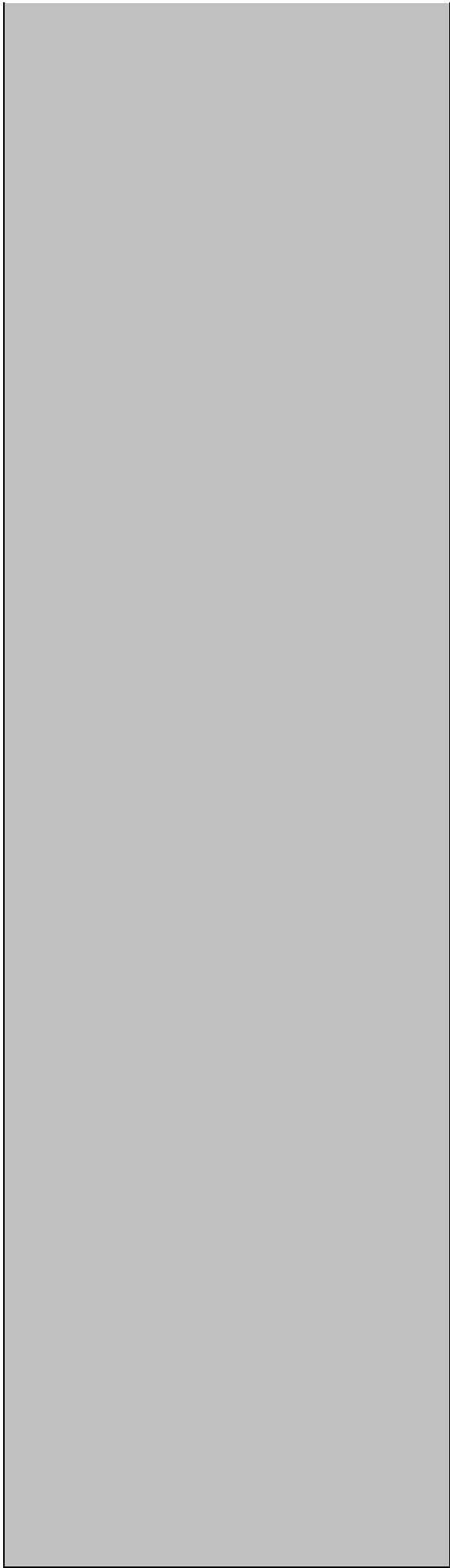
	Class #1		Class #2		Class #3	
	Total	Effect +Adj.	Total	Effect +Adj.	Total	Effect +Adj.
Level 0:						
Level 1:						
Level 2:						
Level 3:						
Level 4:						
Level 5:						
Level 6:						
Level 7:						
Level 8:						
Level 9:						

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

NOTES

Human (P), Fighter (P) 2nd

Medium Humanoid (Human)

Alignment: Lawful Neutral [Pholtus]

Hit Dice: 2d10+4 (22 hp)

Initiative: +3

Speed: 20' (4 sq) (heavy enc.)

Space/Reach: 5 ft./5 ft.

AC: 23 (+9 Armor, +2 Shield, +1 Dex, +1 Other), Touch 11, Flat-Footed 22

Saves: Fort +5, Ref +3, Will +3

Abilities: Str 16, Dex 17, Con 15, Int 12, Wis 16, Cha 14

Base Att/CMB/CMD: +2 / +5 / 18

Single Attack:

Longsword: +6 melee (1d8+3/19-20)

Dagger: +5 melee (1d4+3/19-20)

Composite Longbow: +5 ranged (1d8/20/x3)

Full Attack:

Longsword: +6 melee (1d8+3/19-20)

Dagger: +5 melee (1d4+3/19-20)

Composite Longbow: +5 ranged (1d8/20/x3)

————| FEATS |————

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

————| SKILLS |————

Acrobatics -4-4, Appraise +1, Bluff +2, Climb -4, Diplomacy +2, Disguise +2, Escape Art -4, Fly -4, Handle Animal +6, Heal +3, Intimidate +6, Perception +4, Ride +0, Sense Motive +3, Stealth -4, Survival +7, Swim -4, Pro:Soldier +8, Pro:Sailor +7, Pro:Siege En +8.

————| EQUIPMENT |————

ARMOR WORN: Full Plate Armor.

SHIELD: Heavy Steel Shield.

Basic Equipment List, Potion Belt, Longsword, Dagger,

Composite Longbow, 20xArrow Quiver of Arrows (20), 3xPotion of CLW

————| TOTAL CHARACTER VALUE |————

2,316 gp.

————| 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) 2nd |————

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)

2x bonus combat feat

————| Conditional Bonus - Fighter (P) Class |————

+1 to Will saves vs fear [Bravery]

————| Conditional Skill |————

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

————| Languages (x2) |————

Common, Orc

————| CHARACTER STATUS |————

Dexterity bonus to AC reduced because of Heavy Load

Dexterity bonus to AC reduced because of your Full Plate Armor

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