

Cuauhtemoc

CHARACTER'S NAME

Barbarian / Tribal Protector
CLASS

Cobra / Jungle Defender
TITLE

PORTRAIT:

Sam McReynolds

PLAYER'S NAME

Human , Olman
RACE

Neutral / Good
ALIGNMENT

Ancestors
DEITY

8 / 8 **Male**
LEVEL SEX

27 / 27
AGE EQUIV

Ambi
HAND

6'-1"
HEIGHT

218 lb.
WEIGHT

Black
EYES

Black
HAIR

ABILITY	AVERAGE SCORE	ABILITY MODFR	TEMP SCORE	TEMP MODFR	TOTAL	WOUNDS / CURRENT HP					SUBDUAL DAMAGE			DAMAGE REDUCTION	HIT DIE	SPEED		
STR STRENGTH	20	5			HP HIT POINTS 191											d12/ d10 +5	40 ft.	
DEX DEXTERITY	17	3			AC ARMOR CLASS 32	17	29	24	34	36				0		25%	-3	21
CON CONSTITUTION	20	5			32 32 32 SLASHING PIERCING BLUDGEONING													
INT INTELLIGENCE	12	1			INITIATIVE MODIFIER	3	3	0										
WIS WISDOM	13	1			DAMAGE BONUS	5	5											
CHA CHARISMA	16	3																
COMELINESS	16	3																

	TOTAL	BASE SAVE	ABILITY MODFR	MAGIC MODFR	RACE MODFR	MISC MODFR
FORTITUDE (CONSTITUTION)	18	12	5		0	1
REFLEX (DEXTERITY)	12	8	3		0	1
WILLPOWER (WISDOM)	6	4	1		0	1

CONDITIONAL MODIFIERS:
Ioun Stone: absorbs spell levels up to 4th... (9 chg)

	TOTAL	BASE ATTACK BONUS				STR MODFR	SIZE MODFR	MISC MODFR	TEMP MODFR
MELEE ATTACK BONUS	21	16	11	6	1	5	0		
RANGED ATTACK BONUS	19	14	9	4	1	3	0		

Wild Fighting: 20, 20, 20, 15, 15, 10, 5

PRIMARY WEAPON		TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
+3 Vorpall Luckblade		+22; +17; +12; +7	d8 + 8	17-20 / x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Nil	4	Slashing	Medium	1/day...reroll one die roll. Beheds on 19-20.

SECONDARY WPN		TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
+3 Keen Shortsword		+22; +17	d6 + 8	15-20 / x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Nil	3	Piercing	Small	

TERTIARY WEAPON		TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Fist/Kick		+21; +16; +11; +6	d3Sub + 5	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Nil	0	Bludgeoning	Unarmed	

ARMOR		TYPE	ARMOR BONUS	CHECK PNLTY	MAX DEX BNS
Mithral Full Plate, +4		Medium	8 + 4	-3	3
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES		
25%	30	25			

SHIELD		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
none		0	0	0	0%
SPECIAL PROPERTIES					

AMMUNITION	

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
	ALCHEMY	INT				0
N/A	ANIMAL EMPATHY	CHA	N/A			0
	APPRAISE	INT	1	1		0
	BALANCE	* DEX	2	3	4	-3
x	BLUFF	CHA	3	5		0
x	CLIMB	* STR	6	3	4	-3
	CONCENTRATION	CON	5	5		0
x	CRAFT	INT	1	1		0
N/A	DECIPHER SCRIPT	INT	N/A			0
	DIPLOMACY	CHA	11	4	14	0
	DISABLE DEVICE	INT				0
	DISGUISE	CHA	4	4		0
	ESCAPE ARTIST	* DEX	0	3		-3
	FORGERY	INT	1	1		0
	GATHER INFORMATION	CHA	4	4		0
x	HANDLE ANIMAL	CHA	4	3	1	0
	HEAL	WIS	2	1	2	0
x	HIDE	* DEX	2	3	2	-3
	INNUENDO	WIS				0
x	INTIMIDATE	CHA	8	3	5	0
x	INTUIT DIRECTION	WIS	5	1	4	0
x	JUMP	* STR	6	5	4	-3
	KNOWLEDGE (ARCANA)	INT				0
	KNOWLEDGE (RELIGION)	INT				0
	KNOWLEDGE (NATURE)	INT				0
	KNOWLEDGE (MILITARY TACTICS)	INT	8	1	6	4
x	LISTEN	WIS	6	1	5	0
x	MOVE SILENTLY	* DEX	3	3	3	-3
	OPEN LOCK	DEX				0
	PERFORM	CHA	4	4		0
	PICK POCKET	* DEX				-3
	PROFESSION	WIS				0
N/A	READ LIPS	INT	N/A			0
x	RIDE	DEX	5	3	2	0
0	SCRY	INT	1	1	0	0
	SEARCH	INT	8	1	14	0
x	SENSE MOTIVE	WIS	1	1		0
	SPEAK LANGUAGE	none			2	0
	SPELLCRAFT	INT				0
	SPOT	WIS	8	1	14	0
x	SWIM	** STR	10	5	2	-3
	TUMBLE	* DEX				-3
N/A	USE MAGIC DEVICE	CHA	N/A			0
	USE ROPE	DEX	4	3	2	0
x	WILDERNESS LORE	WIS	9	1	8	0
	FIRST IMPRESSION	COM	3	3		0
x						0

Gray box indicates the skill may be used untrained, regardless of class.
 * Armor Check Penalty, if any, applies. ** -1 to Swim per 5 lb. of gear.
 An "x" indicates a Class Skill; otherwise the skill costs 2 SP per rank.

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