

Krog

CHARACTER'S NAME

Joel Williams
PLAYER'S NAME

Half-Orc, **Black**
RACE

Brawler / Barbarian
CLASS

Bully / Pict
TITLE

Chaotic / Neutral
ALIGNMENT

none
DEITY

3 / 1 **Male** **18 / 24** **Right** **7'-0"** **325 lb.** **Emerald** **Black** **Lt. Grey** **40 ft.**
LEVEL SEX AGE EQUIV HAND HEIGHT WEIGHT EYES HAIR SKIN BASE SPEED

ABILITY	SCORE	MODFR	SCORE	MODFR	HP	TOTAL	CURRENT HP	MISS CHANCE			HIT DIE	
STR STRENGTH	20	5	13	1	HP HIT POINTS	46	14				d10/ d12 +2	
DEX DEXTERITY	8	-1	12	1	AC ARMOR CLASS	13	10	13	8	15	17	
CON CONSTITUTION	15	2	17	3	13	12	14	TOUCH	FLAT-FOOTED	HELPLESS	DEFENSIVE FIGHTING	TOTAL DEFENSE
INT INTELLIGENCE	4	-3	10	0	INITIATIVE MODIFIER		1	= -1 + 2		TOTAL		
WIS WISDOM	8	-1	10	0	REPUTATION		2	DAMAGE REDUCTION		SPELL RESISTANCE		
CHA CHARISMA	14	2	11	0	FORTITUDE (CONSTITUTION)		9	BASE		ABILITY		
COM COMELINESS	15	2	14	2	REFLEX (DEXTERITY)		2	BASE		ABILITY		
						WILLPOWER (WISDOM)		0		= 1 + -1 + 0 + 0		
						MELEE ATTACK BONUS		9		= 4 + 5 + 0 + 0		
						RANGED ATTACK BONUS		5		= 4 + 1 + 0 + 0		

PORTRAIT

AVAILABLE SKILL POINTS / LEVEL: **1/1** MAX RANKS: **7** / **3.5**

DEATHS TO GO	3	DIE AT	-10		
SLASHING	13	PIERCING	12	BLUDGEONING	14
CONDITIONAL MODIFIERS:					

SKILLS

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
	APPRAISE	INT	-3	= -3	+	0
	BALANCE	* DEX	-1	= -1	+	0
	BLUFF (JUKES in combat)	CHA	1	= 0	+	1
	CLIMB	* STR	2	= 1	+	1
	CONCENTRATION	CON	2	= 2	+	0
	CRAFT	INT	-1.5	= -1.5	+	0
	CRAFT	INT	-1.5	= -1.5	+	0
	DECIPHER SCRIPT	INT		=	+	0
	DIPLOMACY	CHA	3	= 3	+	0
	DISABLE DEVICE	INT		=	+	0
	DISGUISE	CHA	2	= 2	+	0
	ESCAPE ARTIST	* DEX	-1	= -1	+	0
	FIRST IMPRESSION	COM	2	= 2	+	0
	FORGERY	INT	0	= 0	+	0
	GATHER INFORMATION	CHA	3	= 3	+	0
	HANDLE ANIMAL	CHA		=	+	0
	HEAL	WIS	0	= 0	+	0
	HIDE	* DEX	-1	= -1	+	0
	INTIMIDATE	CHA	7	= 2	+	2
	JUMP	* STR	13	= 5	+	8
	KNOWLEDGE (ARCANA)	INT		=	+	0
	KNOWLEDGE (ARCHITECTURE)	INT		=	+	0
	KNOWLEDGE (DUNGEONEERING)	INT		=	+	0
	KNOWLEDGE (GEOGRAPHY)	INT		=	+	0
	KNOWLEDGE (HISTORY)	INT		=	+	0
	KNOWLEDGE (LOCAL)	INT		=	+	0
	KNOWLEDGE (NATURE)	INT		=	+	0
	KNOWLEDGE (NOBILITY/ROYALTY)	INT		=	+	0
	KNOWLEDGE (RELIGION)	INT		=	+	0
	KNOWLEDGE (THE PLANES)	INT		=	+	0
	LISTEN	WIS	0	= 0	+	0
	MOVE SILENTLY	* DEX	-1	= -1	+	0
	OPEN LOCK	DEX		=	+	0
	PERFORM	CHA	2	= 2	+	0
	PERFORM	CHA	2	= 2	+	0
	PROFESSION	WIS		=	+	0
	RIDE	DEX	-1	= -1	+	0
	SEARCH	INT	0	= 0	+	0
	SENSE MOTIVE	WIS	1	= 0	+	1
	SLEIGHT OF HAND	* DEX		=	+	0
	SPEAK LANGUAGE	none		=	+	0
	SPELLCRAFT	INT		=	+	0
	SPOT	WIS	0	= 0	+	0
	SURVIVAL	WIS	0	= 0	+	0
	SWIM	** STR	3	= 1	+	2
	TUMBLE	* DEX	1	= -1	+	1
	USE MAGIC DEVICE	CHA		=	+	0
	USE ROPE	DEX	1	= 1	+	0

MELEE ATTACK BONUS	9	= 4 + 5 + 0 + 0			
RANGED ATTACK BONUS	5	= 4 + 1 + 0 + 0			

PRIMARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Gauntlet	+9	d6 + 5	x2
RANGE	WEIGHT	TYPE	SIZE
Nil	0	Bludgeoning	Unarmed

SECONDARY WPN	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Spiked Gauntlet	+9	d6 + d4 + 5	x2
RANGE	WEIGHT	TYPE	SIZE
Nil	0	Bludgeoning	Unarmed

TERTIARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Warhammer	+9	d8 + 5	x3
RANGE	WEIGHT	TYPE	SIZE
Nil	8	Bludgeoning	Medium

ARMOR	TYPE	ARMOR BONUS	CHECK PNLTY	MAX DEX BNS
Masterwork Studded Leather	Light	3	0	5
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
15%	30	20		

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

TOTAL ARMOR CHECK PENALTY	0
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AMMUNITION			

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