

# Sidron Halek

CHARACTER'S NAME

**Fighter** /  
CLASS

**Veteran**  
TITLE

**John Evans**

**Human**, Flan

**Neutral / Good**  
ALIGNMENT

**Pelor (N/G)**  
DEITY

PLAYER'S NAME

RACE

ALIGNMENT

DEITY

**4** / **Male** **21** / **21** **Right** **6'-0"** **205 lb.** **Blue** **Black** **Reddish Tan** **20 ft.**  
LEVEL SEX AGE EQUIV HAND HEIGHT WEIGHT EYES HAIR SKIN BASE SPEED



PORTRAIT

ABILITY	SCORE	MODFR	SCORE	MODFR	DEATHS TO GO	DIE AT	TOTAL	CURRENT HP	MISS CHANCE	HIT DIE
<b>STR</b> STRENGTH	<b>17</b>	<b>3</b>	<b>16</b>	<b>3</b>	<b>3</b>	<b>-10</b>	<b>HP</b> HIT POINTS	<b>40</b>	<b>20</b>	<b>d10+3</b>
<b>DEX</b> DEXTERITY	<b>9</b>	<b>-1</b>	<b>10</b>	<b>0</b>			<b>AC</b> ARMOR CLASS	<b>17</b>	<b>9</b>	<b>18</b>
<b>CON</b> CONSTITUTION	<b>17</b>	<b>3</b>	<b>11</b>	<b>0</b>			<b>17</b>	<b>17</b>	<b>17</b>	<b>17</b>
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>1</b>	<b>11</b>	<b>0</b>			<b>INITIATIVE</b> MODIFIER	<b>5</b>	<b>-1</b>	<b>6</b>
<b>WIS</b> WISDOM	<b>11</b>	<b>0</b>	<b>8</b>	<b>-1</b>			<b>TOTAL</b>	<b>5</b>	<b>-1</b>	<b>6</b>
<b>CHA</b> CHARISMA	<b>14</b>	<b>2</b>	<b>14</b>	<b>2</b>			<b>TOUCH</b>	<b>9</b>	<b>18</b>	<b>13</b>
<b>COM</b> COMELINESS	<b>12</b>	<b>1</b>	<b>13</b>	<b>1</b>			<b>FLAT-FOOTED</b>	<b>13</b>	<b>19</b>	<b>21</b>

REPUTATION						DAMAGE REDUCTION		SPELL RESISTANCE	
<b>1</b>									

	TOTAL	BASE	ABILITY	MAGIC	RACE	MISC	CONDITIONAL MODIFIERS:
<b>FORTITUDE</b> (CONSTITUTION)	<b>4</b>	<b>4</b>	<b>0</b>		<b>0</b>	<b>0</b>	
<b>REFLEX</b> (DEXTERITY)	<b>0</b>	<b>1</b>	<b>-1</b>		<b>0</b>	<b>0</b>	
<b>WILLPOWER</b> (WISDOM)	<b>1</b>	<b>1</b>	<b>0</b>		<b>0</b>	<b>0</b>	

	TOTAL	BASE	ABILITY	STR	SIZE	RACE	MISC
<b>MELEE</b> ATTACK BONUS	<b>7</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>0</b>	<b>0</b>	
<b>RANGED</b> ATTACK BONUS	<b>4</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	

PRIMARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
<b>BROKEN 2-bladed Sword</b>	<b>+8</b>	<b>d8/d8 + 5</b>	<b>19-20 / x2</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
Nil	30	Slashing	Large
<b>SPECIAL PROPERTIES</b>			
<b>BROKEN</b>			

SECONDARY WPN	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
<b>Shortbow</b>	<b>+4</b>	<b>d6 + 0</b>	<b>x3</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
60 ft.	2	Piercing	Medium
<b>SPECIAL PROPERTIES</b>			

TERTIARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
<b>Longsword</b>	<b>+7</b>	<b>d8 + 3</b>	<b>19-20 / x2</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
Nil	4	Slashing	Medium
<b>SPECIAL PROPERTIES</b>			

ARMOR	TYPE	ARMOR BONUS	CHECK PNLTY	MAX DEX BNS
<b>Full Plate</b>	Heavy	<b>8</b>	<b>-6</b>	<b>1</b>
<b>SPELL FAILURE</b>	<b>SPEED</b>	<b>WEIGHT</b>	<b>SPECIAL PROPERTIES</b>	
35%	20	50		

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
<b>none</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0%</b>
<b>SPECIAL PROPERTIES</b>				

**TOTAL ARMOR CHECK PENALTY -6**

AMMUNITION			

AVAILABLE SKILL POINTS / LEVEL **4** MAX RANKS **7** / **3.5**

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
	APPRAISE	INT	1	= 1	+	0
	BALANCE	* DEX	-7	= -1	+	-6
	BLUFF	CHA	2	= 2	+	0
<input checked="" type="checkbox"/>	CLIMB	* STR	5	= 3	+	-4
	CONCENTRATION	CON	3	= 3	+	0
<input checked="" type="checkbox"/>	CRAFT	INT	0.5	= 0.5	+	0
<input checked="" type="checkbox"/>	CRAFT	INT	0.5	= 0.5	+	0
	DECIPHER SCRIPT	INT		=	+	0
	DIPLOMACY	CHA	5	= 3	+	2
	DISABLE DEVICE	INT		=	+	0
	DISGUISE	CHA	3	= 3	+	0
	ESCAPE ARTIST	* DEX	-7	= -1	+	-6
	FIRST IMPRESSION	COM	1	= 1	+	0
	FORGERY	INT	0	= 0	+	0
	GATHER INFORMATION	CHA	3	= 3	+	0
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA		=	+	0
	HEAL	WIS	-1	= -1	+	0
	HIDE	* DEX	-7	= -1	+	-6
<input checked="" type="checkbox"/>	INTIMIDATE	CHA	2	= 2	+	0
<input checked="" type="checkbox"/>	JUMP	* STR	-3	= 3	+	-12
	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	1	= -1	+	2
	MOVE SILENTLY	* DEX	-7	= -1	+	-6
	OPEN LOCK	DEX		=	+	0
	PERFORM	CHA	3	= 3	+	0
	PERFORM	CHA	3	= 3	+	0
	PROFESSION	WIS		=	+	0
<input checked="" type="checkbox"/>	RIDE	DEX	7	= -1	+	6
	SEARCH	INT	4	= 0	+	4
	SENSE MOTIVE	WIS	-1	= -1	+	0
	SLEIGHT OF HAND	* DEX		=	+	-6
	SPEAK LANGUAGE	none		=	+	0
	SPELLCRAFT	INT		=	+	0
	SPOT	WIS	1	= -1	+	2
	SURVIVAL	WIS	-1	= -1	+	0
<input checked="" type="checkbox"/>	SWIM	** STR	-1	= 3	+	-10
	TUMBLE	* DEX		=	+	-4
	USE MAGIC DEVICE	CHA		=	+	0
	USE ROPE	DEX	0	= 0	+	0
<input checked="" type="checkbox"/>				=	+	0





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