

Gerlom **Manuel** **Lawful Evil**
 NAME PLAYERNAME DEITY ALIGNMENT
 Ftr15 190000 Human Medium 0' 0" 0 lbs. Normal
 CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION
 15/19 190000 0 Male 1 -1
 ECL / Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	21	+5	27	+8	27	+8
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	*	+0	*	+0	*	+0
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	12	+1	12	+1	12	+1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
HP hit points	153		15/Bludgeoning and Magic	Walk 20'
AC armor class	36	35	18	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL
				MISC
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

INITIATIVE modifier	+1	=	+1	+	+0
TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+15/+10/+5				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+14	=	+9	+0	+5	+0	+0	
REFLEX (dexterity)	+11	=	+5	+1	+5	+0	+0	
WILLPOWER (wisdom)	+12	=	+5	+2	+5	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+23/+18/+13	=	+15/+10/+5	+8	+0	+0	+0
RANGED attack bonus	+16/+11/+6	=	+15/+10/+5	+1	+0	+0	+0
GRAPPLE attack bonus	+23/+18/+13	=	+15/+10/+5	+8	+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+23/+18/+13	1d3+8	20/x2

*Sword (Bastard/Black Iron/+5)	CURRENT HAND	TYPE	SIZE	CRITICAL
(Enhancement to Weapon or Ammunition)/Masterwork	Primary	S	M	17-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+30/+25/+20	1d10+21			
Special Properties	Gains wounding enhancement when wielded by D'Stradi Abductor, Consume spell 1/day, Hardness 30, Jet of water 1/day			

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate (Masterwork/+5 (Enhancement to Armor))	Heavy	+13	+1	-5	35
*Ring of Force Shield		+2		+0	0
*Ring of Protection +5		+5		+0	0
*Slave Bracelets of Larissa (Protection +1)		+6		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓ Appraise	INT	2	=	2	+	+
✓ Balance	DEX	-4	=	1	+	-5
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	3	=	8	+	-5
✓ Concentration	CON	0	=	0	+	+
✓ Craft (Untrained)	INT	2	=	2	+	+
✓ Diplomacy	CHA	1	=	1	+	+
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	-4	=	1	+	-5
✓ Forgery	INT	2	=	2	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Hide	DEX	-4	=	1	+	-5
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	-3	=	8	+	-11
✓ Listen	WIS	2	=	2	+	+
✓ Move Silently	DEX	-4	=	1	+	-5
✓ Ride	DEX	1	=	1	+	+
✓ Search	INT	2	=	2	+	+
✓ Sense Motive	WIS	2	=	2	+	+
✓ Spot	WIS	2	=	2	+	+
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	-2	=	8	+	-10
✓ Use Rope	DEX	1	=	1	+	+
			=		+	+
			=		+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Belt of Giant Strength +6	Equipped	1	1.0	36000.0
Sword (Bastard/Black Iron/+5 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	10.0	82635.0
<small>Gains wounding enhancement when wielded by D'Stradi Abductor, Consume spell 1/day, Hardness 30, Jet of water 1/day</small>				
Cloak of Resistance +5	Equipped	1	1.0	25000.0
Full Plate (Masterwork/+5 (Enhancement to Armor))	Equipped	1	50.0	26650.0
Scholar's Outfit	Equipped	1	6.0	0.0
Ring of Force Shield	Equipped	1	0.0	8500.0
Ring of Protection +5	Equipped	1	0.0	50000.0
Slave Bracelets of Larissa (Protection +1)	Equipped	1	0.0	37000.0
TOTAL WEIGHT CARRIED/VALUE			62 lbs.	265785.0 gp

WEIGHT ALLOWANCE

Light	346	Medium	693	Heavy	1040
Lift over head	1040	Lift off ground	2080	Push / Drag	5200

SPECIAL ABILITIES

Fear Aura (Su) ~ DC11
Natural weapons as magic weapons (Ex)
Paralyzing Touch (Su) ~ DC11
Touch Attack (Ex) ~ Negative Energy 1d8+5 DC11
Turn Resistance +4 (Ex)

FEATS

Blind Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Combat Expertise	When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Greater Weapon Focus (Sword (Bastard/Martial))	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Greater Weapon Specialization (Sword (Bastard/Martial))	You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization.
Improved Critical (Sword (Bastard/Martial))	When using the weapon you selected, your threat range is doubled.
Improved Damage Reduction (1x)	You improve your ability to ignore or resist the effects of weapon damage.
Improved Feint	You can make a Bluff check to feint in combat as a move action.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Spring Attack	When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Weapon Focus (Sword (Bastard/Martial))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Sword (Bastard/Martial))	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Whirlwind Attack	When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES

Axe (Double-Headed/2-H), Axe (Throwing), Battleaxe, Brass Knuckles, Bushknife, Cinquada, Claw (Fighting), Claymore, Club, Crossbow (Heavy), Crossbow (Light), Dadao, Dagger, Dagger (Punching), Dart, Dart Mace, Dragon Whisker Fork, Duck Spade, Falchion, Fanged Blade, Flail, Flail (Heavy), Flail (Small), Flask Launcher, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Greataxe, Greatclub, Greatsword, GUISARME, Gutblade, Halberd, Hammer (Golden Melon), Hammer (Light), Handaxe, Iron Comb, Iron Flute, Iron Pipe, Javelin, Knife (Throwing), Kukri, Ladies Chain, Lance, Longbow, Longspear, Longsword, Mace (Chained), Mace (Heavy), Mace (Light), Machete, Master's Hand, Mind Blade, Monk's Cudgel, Morningstar, Nighting Cleaver, Pick (Heavy), Pick (Light), Pike, Pike (Choke), Push Knife, Quarterstaff, Rake, Ranseur, Rapier, Razor (Fixed), Saber (Fencing), Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Sling (Sand), Spear, Spear (Hooked), Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Staff (Lashing), Sword (3-Point Double Blade), Sword (Basket-hilted Backsword), Sword (Bastard/Martial), Sword (Broad - Ghost Head), Sword (Double-Bladed/2-H), Sword (Executioner's), Sword (Short), Sword (Straight), Tiger Fork, Trident, Unarmed Strike, War Fork, Waraxe (Dwarven/Martial), Warhammer, Widomaker, Wire (Strangling), Wolf Spear

LANGUAGES

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TEMPLATES

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Notes:

Character Sheet Notes: