

CHARACTER Ging the Sorcerous RACE Grig CLASS Sorcerer/FMM/AS
 ALIGNMENT _____ DEITY _____ LEVEL 6/5/1 EXPERIENCE 105000 1120000 PENALTY _____
 GENDER Male AGE _____ SIZE T HEIGHT _____ WEIGHT _____ COMPLEXION _____ HAIR _____ EYES _____ HANDEDNESS _____



BIRTH / PAST / FAMILY _____

NATIONALITY / RESIDENCE _____

APPEARANCE _____

CLOTHING _____

PERSONALITY / MANNERISMS _____

NOTES _____

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	6	-2		
DEX	23	+6		
CON	22	+6		
INT	14	+2		
WIS	15	+2		
CHA	28	+9		

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+9	3	+6			
REF (DEX)	+9	3	+6			
WILL (WIS)	+13	11	+2			

SAVING THROW MODIFIERS

HIT POINTS TOTAL 103 CURRENT _____ SUBDUAL _____

	LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
	1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L			NORM	NORM	NORM
M			+3	-3	x4
H			+1	-6	x3

ARMOR CLASS 28 = 10 + 10 + _____ + 6 + 2 + _____

ARCANE SPELL FAIL	22	AC MODIFIERS
ARMOR CHECK PEN	18	

ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
<u>Bracers of Armor</u>						

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE 10 = 6 + 4

INITIATIVE MODIFIERS

ATTACK BONUSES

	TOTAL ATTACK BONUS
MELEE (STR)	+5
RANGED (DEX)	+13

BASE ATTACK BONUS +5

	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE	+5	-2	2		
RANGED	+5	6	2		

ATTACK BONUS MODIFIERS

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT LBS	NOTES & RELATED FEATS

WEAPON PROFICIENCIES ALL SIMPLE ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES

