

CELEB SCHWERT

CHARACTER NAME: FIGHTER RACE: HUMAN PLAYER: LAWFUL NEUTRAL
 CLASS: 7 RACE: 45 ALIGNMENT: _____ DEITY: _____
 LEVEL: _____ SIZE: _____ AGE: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____



DØDEDANS - FASTAVAL 2001

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	19	+4		
DEX DEXTERITY	11			
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	11			
WIS WISDOM	15	+2		
CHA CHARISMA	13	+1		

HP HIT POINTS	65	WOUNDS/CURRENT HP		SUBDUAL DAMAGE	
AC ARMOR CLASS	18 = 10 +	+7			+1
INITIATIVE MODIFIER		+4		+4	
BASE ATTACK BONUS		+7	+2		

SPEED
20 (30)

ARMOR TYPE
CHAINMAIL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+7						
REFLEX (DEXTERITY)	+2						
WILL (WISDOM)	+4						

MELEE	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER	CONDITIONAL MODIFIERS
ATTACK BONUS	+11	+7	+4				
RANGED	TOTAL	BASE ATTACK BONUS	DEX MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER	CONDITIONAL MODIFIERS
ATTACK BONUS	+8	+6	+2				

CROSS CLASS	SKILLS		MAX RANKS		
	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS
<input type="checkbox"/>	RIDE		+7		+7
<input type="checkbox"/>	HANDLE ANIMAL		+6	+2	+4
<input type="checkbox"/>	SWIM		-2	+4	+5
<input type="checkbox"/>	JUMP		+4	+4	+4
<input type="checkbox"/>	CLIMB		+5	+4	+5
<input type="checkbox"/>	KNOWLEDGE (RELIGION)		+2		+2
<input type="checkbox"/>	LISTEN		+5	+2	+3
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WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
GREATSWORD		+12 / +7	2D6 +7	19-20 X2
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES
			SLASHING	MAGICAL +1

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
LANCE (MOUNTED)		+14	1D12 +7	20 X3
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES
			PIERCING	MAGICAL +3

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	CHECK PENALTY
MAGICAL HALF PLATE +1			+8	-4
MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+1	30%	20 FT		LIGHTER THAN NORMAL

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	SPELL FAILURE	CHECK PENALTY
SPECIAL PROPERTIES					

AMMUNITION

FEATS

- CLEAVE (IF YOU DROP YOUR OPPONENT, TAKE A FREE SWING AGAINST A NEARBY FOE)
- GREAT CLEAVE (AS CLEAVE, BUT NOT LIMITED TO USES PER ROUND)
- POWER ATTACK (TAKE A PENALTY TO ATTACK AND ADD TO DAMAGE)
- MOUNTED COMBAT (WHEN MOUNT IS HIT, RIDE CHECK NEGATES HIT)
- SUNDER (ATTACK A WEAPON WITHOUT PROVOKING OPP. ATTACK)
- IMPROVED INITIATIVE (+4 TO INITIATIVE)
- QUICK DRAW (DRAW WEAPON AS FREE ACTION)

Special equipment

- MAGICAL +1 SWORD
- MAGICAL +3 LANCE
- MAGICAL +1 HALF PLATE, WEIGHS 50% LESS THAN NORMAL HALF PLATE
- RING OF COLD PROTECTION (MAGICAL COLD HALF DAMAGE, SAVE ZERO DAMAGE)
- AMULET OF GOOD LUCK (REROLL ONE DIE ROLL PER GAME SESSION)
- POTION OF NEUTRALIZE POISON