

HEINRICH BOSCH

CHARACTER NAME: FIGHTER / BARD RACE: HUMAN
 ALIGNMENT: CHAOTIC NEUTRAL DEITY: _____
 CLASS: 3/3 AGE: 44 GENDER: _____
 LEVEL: _____ SIZE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____



DØDEDANS - FASTAVAL 2001

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	13	+1		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	10			
INT INTELLIGENCE	13	+1		
WIS WISDOM	11			
CHA CHARISMA	19	+4		

HP HIT POINTS	36	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		SPEED	20 (30)
AC ARMOR CLASS	21 = 10 +	+6	+3	+2	-2	ARMOR TYPE	CHAINMAIL
INITIATIVE MODIFIER	+7	+3	+4				
BASE ATTACK BONUS	+5						

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

MELEE	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER	CONDITIONAL MODIFIERS
ATTACK BONUS	+6	+5	+1				
RANGED	+8	+5	+3				
ATTACK BONUS							

SKILL NAME	KEY ABILITY	SKILL MOD	MAX RANKS		
			ABILITY MOD	RANKS	MISC MOD
<input type="checkbox"/> RIDE		+7		+7	
<input type="checkbox"/> HANDLE ANIMAL		+6	+2	+4	
<input type="checkbox"/> SWIM		-2	+4	+5	-1
<input type="checkbox"/> JUMP		+4	+4	+4	-4
<input type="checkbox"/> CLIMB		+5	+4	+5	-4
<input type="checkbox"/> KNOWLEDGE (RELIGION)		+2		+2	
<input type="checkbox"/> LISTEN		+5	+2	+3	
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WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RAPIER		+8	1D8+3	19-20 X2
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES
			PIERCING	MAGICAL +2

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
SHORT BOW		+12 (+1)	1D6 (+1)	20 X3
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES
90FT			PIERCING	MAGICAL +3

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
VERY THIN DAGGER		+9	1D4+4	X4
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES
			PIERCING	MAGICAL +3, SPECIAL POISON ATTACK

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	CHECK PENALTY
CHAIN SHIRT			+6	-1
MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+4	15%	30FT		LIGHTER THAN NORMAL

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

AMMUNITION

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FEATS

- AMBIDEXTERITY (NO OFF HAND PENALTY)
- IMPROVED INITIATIVE (+4 TO INITIATIVE)
- QUICK DRAW (DRAW WEAPON AS FREE ACTION)
- POINT BLANK SHOT (+1 TO HIT/DAM WHEN FIRING WITHIN 30 FT)
- FAR SHOT (50% LONGER RANGE, IS ADDED TO RANGE)

Special equipment

- MAGICAL +2 RAPIER
- MAGICAL +3 STILETTO (POISONOUS, FORT. SAVE OR LOSE 1D6 DAMAGE)
- MAGICAL +3 SHORT BOW OF PRECISION
- CHAIN SHIRT OF SUPER QUALITY (+2 AC)

Spells (3/3/2)

- 0 level
- GHOST SOUND (CREATE A SPECIFIC TYPE OF SOUND, 1 RND/LEVEL)
 - LIGHT (OBJECT SHINES LIKE A TORCH, 10 MIN./LEVEL)
 - MAGE HAND (5 POUND TELEKINESIS)
 - OPEN/CLOSE (OPENS OR CLOSES SMALL/LIGHT THINGS)
 - READ MAGIC (READ SCROLLS AND SPELLBOOKS)
- 1 level
- CURE LIGHT WOUNDS (1D8+4)
 - MAGE ARMOR (GIVES SUBJECT +4 ARMOR, NON CUMULATIVE)
 - FEATHER FALL (OBJECT OR CREATURE FALLS SLOWLY)
- 2 level
- CATS GRACE (SUBJECT GAINS 1D4+1 DEX, 1HR./LEVEL)
 - TONGUES (SPEAK ANY LANGUAGE)
 - CURE MODERATE WOUNDS (CURES 2D8 +3)

Special Bard Features

- BARD SONG (3 TIMES/DAY): INSPIRE COURAGE (ALLIES GAINS +2 BONUS ON SAVES, AND +1 BONUS TO HIT/DAMAGE ROLLS.) INSPIRE COMPETENCE (SUBJECT RECIEVES A SPECIAL +2 BONUS ON SKILL)
- BARDIC KNOWLEDGE (+5 SKILL CHECK OF KNOWING STUFF)