CHARACTER NAME	PLAYER NAME	RACE	CURRENT EXPERIENCE
Wolfgang Fredericks, Winsome Fghtr	Lusk	Human	

GENDER	AGE	HEIGHT	WEIGHT	SIZE	ALIGNMENT	NEXT LEVEL UP
M	28	5'11”	165	M	Chaotic Good	10,000

HAIR COLOR	EYE COLOR	DEITIES
Blond	Blue	

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	19	4		4
DEX	12	1		1
CON	17	3		3
INT	16	3		3
WIS	12	1		1
CHA	15	2		2

		BASE	ARMOR	SHIELD	DEX
AC	**20**	10	7	2	1
		0	0	0	0
		SIZE	NATURAL	DEFLECT	MISC
Touch	**11**				
Flat	**19**				
DR					

INITIATIVE		
1	1	
TOTAL	DEX	MISC

CLASSES	
Fighter	4
LA	Level 4

	TOTAL	BAB	STR
GRAPPLE	**8**	4	4
		0	
		SIZE	MISC

SPEED	30

SPELL RESISTANCE	

BASE ATTACK BONUS			
Melee	4		**8**
Missile	4		**5**
	BASE	MISC	ATTACKS

SAVING THROWS

	Total	Base	Ability	Magic	Misc
FORT	**7**	4	3		
REF	**2**	1	1		
WILL	**2**	1	1		

WEAPONS

Name	Type	Weight	Size	Range	Attack Bonus	Damage	Critical	Special Properties
Chaotic Lump Weapon	Var	12	-	Var	+9	Vars	Vars	+8 when 2-handing weapon

Weapon Section Types: P – Piercing, B – Bludgeoning, S – Slashing

ARMOR

Name	Type	Weight	Speed	Bonus	Max Dex	ACP	Spell Failure	Special Properties
Banded Mail +1	A	50	20	7	1	-5	35%	+1 Masterwork
Buckler +1	S	5	-	2	-	0	5%	MW, -1 to attack when 2-handing wpn

Armor section types: A – Armor, S – Shield, N – Natural, D – Deflection, M – Misc

HIT DICE	DAMAGE	HP
10		47
7		HP Left
8		
10		47
		Sub-Dual
CON Bonus	12	

AMMO

LOAD CAPACITY	
Light	116
Medium	233
Heavy	350
Lift over Head	350
Lift off Ground	700
Drag	1750

FUNDS	
Copper	6
Silver	0
Gold	675
Platinum	
TOTAL (GP)	675.06

LANGUAGES
Common

FEATS
Combat Expertise
Improved Unarmed Strike
Improved Disarm
Improved Trip
Mounted Combat
Ride-by Attack

MAGIC		
SPELLS PREPARED	LEVEL	SPELLS PREPARED
	0	
	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	

RACIAL TRAITS
1 extra feat at 1st level
4 extra skill points at 1st level, 1 extra each additional level

CLASS FEATURES
2+INT+1 Skill Points/Level
WP: Simple/Martial
AP: All

SKILLS							SKILLS						
Skill Name	Class	Ability	Rank	Mod	Misc	Total	Skill Name	Class	Ability	Rank	Mod	Misc	Total
Appraise		INT		3		3	Listen		WIS		1		1
Balance		DEX		1		1	Move Silently		DEX		1		1
Bluff		CHA		2		2	Open Lock		DEX		1		1
Climb	F	STR	5	4		9	Perform ( )		CHA		2		2
Concentration		CON		3		3	Perform ( )		CHA		2		2
Craft (Weaponsmith)	F	INT	2	3		5	Profession ( )		WIS		1		1
Craft (Metalworking)	F	INT	2	3		5	Profession ( )		WIS		1		1
Craft (Woodworking)	F	INT	2	3		5	Ride	F	DEX	7	1	2	10
Decipher Script		INT		3		3	Search		INT		3		3
Diplomacy		CHA		2		2	Sense Motive		WIS		1		1
Disable Device		INT		3		3	Sleight of Hand		DEX		1		1
Disguise		CHA		2		2	Spellcraft		INT		3		3
Escape Artist		DEX		1		1	Spot		WIS		1		1
Forgery		INT		3		3	Survival		WIS		1		1
Gather Information		CHA		2		2	Swim	F	STR	7	4		11
Handle Animal	F	CHA	5	2		7	Tumble		DEX		1		1
Heal		WIS		1		1	Use Magic Device		CHA		2		2
Hide		DEX		1		1	Use Rope		DEX		1		1
Intimidate	F	CHA	7	2		9							0
Jump	F	STR	5	4		9							0
Knowledge ( )		INT		3		3							0
Knowledge ( )		INT		3		3							0
Knowledge ( )		INT		3		3							0
Knowledge ( )		INT		3		3							0

Knowledge ( )		INT		3		3	TOTAL SKILL POINTS USED	->	42

EQUIPMENT				EQUIPMENT			
Description	Location	Qty	Weight	Description	Location	Qty	Weight
Chaotic Lump Weapon	Self	1	12	HORSE ENCUMBERANCE			
+1 Full Plate	Self	1	50	Bedroll (5lb)	Horse	1	
MW Buckler	Self	1	5	Winter Blanket (3lb)	Horse	1	
Backpack	Self	1	2	Block and Tackle (5lb)	Horse	1	
Hammer	Backpack	1	2	Caltrops (2lb)	Horse	1	
Warhorse, Heavy	Horse	1		Fishing Net (25 Sq Ft) (5lb)	Horse	1	
Saddle, Military	Horse	1		Grappling Hook (4lb)	Horse	1	
Flint and Steel	Backpack	1	-	Miner's Pick (10lb)	Horse	1	
Crowbar	Backpack	1	5	Piton (.5lb)	Horse	3	
Waterskin	Self	1	4	Trail Rations (1lb)	Horse	10	
				Hemp Rope (50ft) (10lb)	Horse	1	
				Sledge (10lb)	Horse	1	
				Soap (1lb)	Horse	1	
				Shovel (8lb)	Horse	1	
				Tent (20lb)	Horse	1	
				Torch (1lb)	Horse	4	
				Whetstone (1lb)	Horse	1	

						TOTAL WEIGHT	80

ROLE PLAY AND CHARACTER NOTES

Original Rolls: 18/17/16/15/12/12

Purchased a +2 Greatsword (or equivalent) on credit and copper pieces. He can't afford a replacement yet because he's still making payments on this one. Weapon was cursed when he went up against a wizard soon after purchasing the weapon. He paid 2000gp up front, and still owes 6000gp on the weapon.

Next Feat: Improved Buckler Defense