Name:	Koruma		Ra	ce:	Hu	man		Alignm	nent:	CG
Origin/Birthland: Fea	zen-tir				Re	ligion:	None			
Class: Fighter			Level:	5	Ge	nder:	M	Age	e:	24
Class: Devoted I	Defender		Level:	3	Не	eight:	6' 0"	- We	ight:	200
Class:			Level:		Ha	ir: I	Black	– Eye	es: E	rown
Class:			Level:		Sk	in:	Tan	Siz	e: M	edium
STRENGTH	16	3	HIT P	OINTS	 :- 7	 71	DR:	<b></b>		
DEXTERITY	16	3	HP Ta		· _ /		DIX.	/		
CONSTITUTION	16	3	III 14	11y.				<b>XP:</b>	30.	249
INTELLIGENCE	9	-1						HP by		
WISDOM	10	0						9,8,9,8,9		
CHARISMA	8	-1								
ARMOUR CLASS:		SAVING		WS:			Modif	fiers		
	<del></del>	Fortitude:		-						
	<del></del>	Reflex:	7	-						
Touch: 1	.6 V	Vill:	2							
MOVEMENT:	Climb:		BASE	ATTA	CK B(	ONUS:		Modifiers	•	
Base: 30	Fly:		Melee	: 1	1					
Current: 20	Swim:		Range	d: 1	1					
·										
INITIATIVE:	3 =	3 +	0	+ (	) +	0	M	iss Chan	ice:	0 %
		Dex	Feats	Ma	igic	Other				
Weapon N	ame	Cat	Sz	Prof	Att	Dama	age (	Critical	Rng	Тур
Masterwork Morning	gstar	1M	M	S	12/7	1d8+	-3 2	20 (x2)	-	ВоР
Javelin		R	M	S	10	1d6+	-3 2	20 (x2)	30	P
			T T			T T				

Front Sheet

					5	KILLS	5		
Name	un	cc	Type	Total	Rnks	Ablty	Syn	Oth	<b>Conditional Modifiers</b>
Appraise	Y	cc	Int	-1		-1			
Balance *	Y	сс	Dex	3		3			
Bluff	Y	С	Cha	-1		-1			
Climb *	Y	С	Str	3		3			
Concentration	Y	cc	Con	3		3			
Decipher Script		сс	Int	X		-1			
Diplomacy	Y	сс	Cha	1		-1	2		
Disable Device		сс	Int	X		-1			
Disguise	Y	сс	Cha	-1		-1			
Escape Artist *	Y	сс	Dex	3		3			
Forgery	Y	сс	Int	-1		-1			
Gather Information	Y	сс	Cha	-1		-1			
Handle Animal		С	Cha	X		-1			
Heal	Y	сс	Wis	0		0			
Hide *	Y	сс	Dex	3		3			
Intimidate	Y	С	Cha	-1		-1			
Jump *	Y	С	Str	3		3			
Listen	Y	С	Wis	5	3	0		2	
Move Silently *	Y	сс	Dex	3		3			
Open Lock		сс	Dex	X		3			
Ride	Y	С	Dex	3		3			
Search	Y	С	Int	5	6	-1			
Sense Motive	Y	С	Wis	7	7	0			
Sleight of Hand *		сс	Dex	X		3			
Spellcraft		сс	Int	X		-1			
Spot	Y	С	Wis	7	5	0		2	
Survival	Y	сс	Wis	0		0			
Swim **	Y	С	Str	3		3			
Tumble *		сс	Dex	X		3			
Use Magic Device		С	Cha	X		-1			
Use Rope	Y	сс	Dex	3		3			
1									
	H								
	$\vdash$								

<b>Languages:</b> Azotlan			
Azotlan			

## **Protective Items/AC Adjustments:**

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
+2 Serpentscale Mail	Med	7	0	4	-3	20%	Arm	
Devoted Defender	-	2	2	-	0	0%	Dodge	from prestige class
Ring of Protection	-	1	1	-	0	0%	Defl	
+2 Hv Wood Shield	Sh	4	0	-	-1	15%	Sh	
				-				
				-				
				-				
				-				
Totals		14	3	4	-4	35%		

# **Attack Adjustments:**

	<b>C1</b>	C2	<b>C3</b>	<b>C4</b>	Ab	Sz	Misc	Notes
Melee	5	3			3			
Ranged	5	3			3			

## **Save Adjustments:**

	<b>C1</b>	C2	C3	<b>C4</b>	Ab	Mgc	Feat	Misc	Notes
Fortitude	4	3			3				
Reflex	1	3			3				
Will	1	1			0				

## **DC Adjustments:**

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	-1				
Wisdom-based	0				
Charisma-based	-1				

## **Ability Adjustments:**

	Orig	Lvl	Inh	Mgc	Total
STRENGTH	16				16
DEXTERITY	14			2	16
CONSTITUTION	14	2			16
INTELLIGENCE	9				9
WISDOM	10				10
CHARISMA	8				8

Calculations Sheet

Racial Abilities:
Bonus feat at 1st level
+1 skill point per level
Class Abilities:
Dodge Bonus to AC (+2)
Harm's Way (switch places with charge if within 5 ft before attack roll is made and suffer the attack)
Defensive Strike (make AoO vs adjacent opponent who attacks charge in melee)
Deflect Attack +1 (1/round as free action may deflect melee attack against adjacent charge by making
DC 20 Ref save [with bonus indicated and penalty equal to enhancement bonus of attacking melee weapon],
must be aware and not flat-footed)
Starting Proficiencies: Simple and martial weapons, light and medium and hevay armour, shields
Feats:
Alertness
Weapon Focus (morningstar)
Combat Reflexes
Power Attack
Cleave
Weapon Specialization (morningstar)
Great Cleave

Feats and Abilities Sheet

Item	#	Location	Wgt	Item	#	Location	Wg
Mgc Serpentscale	1	Worn	25.00				
Explorer's Outfit	1	Worn	0.00				
Noble's Outfit (z)	1	Backpack	10.00				
Backpack	1	Worn	2.00				
Belt Pouch	1	Belt	0.50				
Waterskin	1	Backpack	4.00				
Bedrolls	2	Backpack	10.00				
Flint and Tinder	1	Belt Pouch	0.00				
Wheststone	1	Belt Pouch	1.00				
Lantern, Hooded	1	Backpack	2.00				
Oil	4	Backpack	4.00				
Crowbar	1	Backpack	5.00				
Rope, Hemp	50 ft	Backpack	10.00				
Sack	1	Backpack	0.50				
Magic Morningstar	1	Belt	6.00				
Javelins	6	Back	12.00				
Magic Ring	1	Finger	0.00				
Mgc Hv Wd Shield	1	Back	10.00				
Magic Gloves	1	Hands	0.00				
Magic Potions	2	Belt Pouch	0.20				
			<del>                                     </del>				
			<del>                                     </del>				
			<del>                                     </del>				
			<del>                                     </del>		+		
					+		
					+		
			<del>                                     </del>		1		
			<del>                                     </del>		1		
					+		
					1		
					-		
				<u> </u>	<del>  _</del> _	D 1/ D 1	0.1
				Copper Pieces	7	Belt Pouch	0.1
				Silver Pieces	2	Belt Pouch	0.0
				Gold Pieces	53	Belt Pouch	1.0
				Platinum Pieces	0	Belt Pouch	0.0
				TOTAL			103.4

Encumbrance: Light Load:	100	Medium Load:	200	Heavy Load:	300	
		Е	quipmen	t Sheet		

	Spell		Lvl		Spell		Lvl
ure Light			1				
ure Light	Wounds		1				
ure Light	Woulius		1	_			
CROLLS	<b>:</b> •						
c	Spell		Lvl	sc	Spell		Lvl
+	Брсп		LIVI	SC	Бреп		LVI
				-			
+							
ANDS:							
ANDS.	Spell	Chgs	Lvl		Spell	Chgs	Lvl
	эреп	Cligs	LVI		Spen	Cligs	LVI
THER	IAGIC ITEMS:						
THER M	IAGIC ITEMS:						
2 Serpent	scale Mail						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						
2 Serpent ing of Pro	scale Mail otection +1						
2 Serpenting of Pro	scale Mail otection +1						

Magic Items Sheet

Birthday: 2 Iztcoatlinatl			