

Name:	Koruma	Race:	Human	Alignment:	CG
Origin/Birthland: Fezen-tir		Religion: None			

Class: <u>Fighter</u>	Level: <u>5</u>	Gender: <u>M</u>	Age: <u>24</u>
Class: <u>Devoted Defender</u>	Level: <u>3</u>	Height: <u>6' 0"</u>	Weight: <u>200</u>
Class: _____	Level: _____	Hair: <u>Black</u>	Eyes: <u>Brown</u>
Class: _____	Level: _____	Skin: <u>Tan</u>	Size: <u>Medium</u>

STRENGTH	16		3
DEXTERITY	16		3
CONSTITUTION	16		3
INTELLIGENCE	9		-1
WISDOM	10		0
CHARISMA	8		-1

HIT POINTS: 71 DR: /

HP Tally: /

XP: 30,249

HP by Level:

9,8,9,8,9,9,10,9

ARMOUR CLASS:Full AC: **27**

Flat-Footed: 24

Touch: 16

SAVING THROWS:

Modifiers

Fortitude: 10

Reflex: 7

Will: 2

MOVEMENT:

Climb:

Base: 30 Fly:

Current: 20 Swim:

BASE ATTACK BONUS:

Modifiers

Melee: 11

Ranged: 11

INITIATIVE:	<u>3</u>	=	$\frac{3}{\text{Dex}}$	+	$\frac{0}{\text{Feats}}$	+	$\frac{0}{\text{Magic}}$	+	$\frac{0}{\text{Other}}$	Miss Chance: <u>0</u> %
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[illegible]

SKILLS

[illegible]**Languages:**

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	
				-				
				-				
				-				
				-				
<i>Totals</i>		14	3	4	-4	35%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	5	3			3			
Ranged	5	3			3			

Save Adjustments:

	C1	C2	C3	C4	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

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 heavy armour, shields

Feats:

Alertness
Weapon Focus (morningstar)
Combat Reflexes
Power Attack
Cleave
Weapon Specialization (morningstar)
Great Cleave

Items for: Koruma

[illegible]

Encumbrance:

Light Load: 100 Medium Load: 200 Heavy Load: 300

POTIONS:

Spell	Lvl		Spell	Lvl
Cure Light Wounds	1			
Cure Light Wounds	1			

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl

OTHER MAGIC ITEMS:

+2 Serpentscale Mail
Ring of Protection +1
Gloves of Dexterity +2

Description

Birthday:	2 Iztoatlinal
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Notes Sheet