

Charlie
Player Name

Gunther
Character Name

Darkvision (60)
VISION

Yet Another



Character Generator

Dwarf, Exiled

Medium 4 ft 3 in 192 lbs

White, Long, Straight hair. Amber Eyes

Race Region

Size Height Weight

Hair/Eyes

5th Cleric

Chaotic Good

Gorum

61 years

Male

Level/Class

Alignment

Deity

Age

Gender

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	15	+2		
DEX	10	0		
CON	16	+3		
INT	13	+1		
WIS	17	+3		
CHA	8	-1		

HP	57	SPEED	20 ft 4 sq
WOUNDS		TEMP HP	
NON-LETHAL			

INIT	+1	=	0	+	+1	
	DEX MOD		MISC			BURROW

AC	16	10+	4	+	0	+	0	+	0	+	2	+	0	+	0
Total			ARMOR BONUS		SHIELD BONUS		DEX MOD.		SIZE MOD.		NATURAL ARMOR		DEFLECT MOD.		MISC MOD.
TOUCH	10	FLATFOOTED													
FORT	7	TOTAL	BASE	+	ABILITY	+	RACIAL	+	MISC	+	TEMP				
REFLEX	1	TOTAL	BASE	+	ABILITY	+	RACIAL	+	MISC	+	TEMP				
WILL	7	TOTAL	BASE	+	ABILITY	+	RACIAL	+	MISC	+	TEMP				

BAB	3	SPELL RESISTANCE										
CMD	15	TOTAL	BAB	+	STR MOD	+	DEX MOD	+	SIZE MOD	+	MISC	+ 10
CMB	5	TOTAL	BAB	+	STR MOD	+	SIZE MOD	+	MISC			

Greatsword			
		ATTACK BONUS	Critical
Two-handed [Power Attack]		+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
S			2d6+6
SPECIAL PROPERTIES			

+1 Crossbow, heavy			
		ATTACK BONUS	Critical
Ranged		+4	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	120	Bolts, crossbow (25)	1d10+1
SPECIAL PROPERTIES			

Unarmed Strike			
		ATTACK BONUS	Critical
Unarmed		+5	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d3+2
SPECIAL PROPERTIES			
Non-lethal Damage			

Weapon 4			
		ATTACK BONUS	Critical
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

SKILLS						
CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
X	Acrobatics	DEX	-2	0	0	-2
C	Appraise	INT	1	1	0	0
X	Bluff	CHA	-1	-1	0	0
X	Climb	STR	0	2	0	-2
C	Diplomacy	CHA	-1	-1	0	0
X	Disguise	CHA	-1	-1	0	0
X	Escape Artist	DEX	-2	0	0	-2
X	Fly	DEX	-2	0	0	-2
C	Heal	WIS	7	3	1	3
X	Intimidate	CHA	-1	-1	0	0
C	Knowledge (arcana)	INT	5	1	1	3
X	Knowledge (dungeoneering)	INT	2	1	1	0
X	Knowledge (engineering)	INT	2	1	1	0
X	Knowledge (nature)	INT	2	1	1	0
C	Knowledge (religion)	INT	6	1	2	3
X	Perception	WIS	8	3	5	0
X	Ride	DEX	-2	0	0	-2
C	Sense Motive	WIS	9	3	3	3
X	Stealth	DEX	-2	0	0	-2
X	Survival	WIS	3	3	0	0
X	Swim	STR	2	2	2	-2
X	Use Magic Device	CHA	0	-1	1	0

CUSTOM TEXT

LANGUAGES
Dwarven, Common, Orc

ABILITIES (Cont)

touched the axiomatic special weapon quality for 2 rounds.

Feats

- **Scribe Scroll (Core 132):** You can create a scroll of any spell you know.
- **Power Attack (Core 131):** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased to +3 with two-handed weapons, a one handed weapon using two hands, or a primary natural weapon. This bonus to damage is decreased to +1 if you are making an attack with an off-hand weapon or secondary natural weapon.
- **Weapon Focus (Greatsword) (Core 136):** You gain a +1 bonus on all attack rolls you make with this weapon.*
- **Armor Proficiency, Medium (Core 118):** You are proficient wearing medium armor.
- **Armor Proficiency, Light (Core 118):** You are proficient wearing light armor.
- **Shield Proficiency (Core 133):** When you use a shield, the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Magic Items

- **Amulet of Natural Armor +2 (Core 500):** This amulet toughens your body and flesh giving you a +2 enhancement bonus to your natural armor

CLASS ABILITIES/MAGIC ITEMS

Channel Energy (Su)

/day

Destructive Smite (Su)

/day

Ferocious Strike (Su)

/day

Bolts, crossbow

Handwritten Notes

* Denotes bonuses or penalties already included in the calculations

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Weapon 5		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 6		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 7		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 8		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 9		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 11		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Portrait

Additional Notes

ABILITIES (Cont)

NOTEBOOK

* Denotes bonuses or penalties already included in the calculations

CONDITIONAL MODIFIERS

AC:

- ☒ +1 trait - against attacks provoked by or readied against spellcasting (Battlefield Caster)
- ☒ +2 dodge - vs dragons (Wyrmscourged)

Acrobatics:

- ☒ -4 racial - to jump checks (Base Movement)

Attack Rolls:

- ☒ +1 - vs dragons (Wyrmscourged)

Concentration:

- ☒ +1 trait - to cast defensively (Battlefield Caster)

Craft:

- ☒ +2 racial - on checks related to metal or stone (Craftsman)

Knowledge (arcana):

- ☒ +2 racial - checks to identify dragons (Wyrmscourged)

Profession:

- ☒ +2 racial - on checks related to metal or stone (Craftsman)

Saving Throws:

- ☒ +2 - vs dragons (Wyrmscourged)

Spell Sheet

Character Name: Gunther

Class:

Spells per day										
Level	0	1	2	3	4	5	6	7	8	9

Concentration Check:

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				Area	Comp	Casting Time	Duration	SR
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