

Stongue

Marc Pilon

Character Sheet (RPGX) - v. 1.1.0



CHARACTER BIO

Stongue is a **31** year old, **Medium** sized, **Male Human**. Stands **5ft. 10in.** tall and weighs **198 lb.** World view is **Lawful Neutral** in nature. Currently a worshiper of **Helm** ().

CHARACTER LEVEL	CLASSES and LEVELS		
4	Fighter 4		
CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
8,000	10,000	2,000	

HP TRACK NON LETHAL AC TRACK

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
STR	18	+4			HP POINTS 38	4d10 + 12		SPEED MOVE 30 ft.
DEX	15	+2			AC ARMOR 19	17 12 = 10 + 6 + 1 + 2 + 0 + 0 + 0		30% -4 +3
CON	16	+3				NORMAL FLAT TOUCH AC		% SPELL FAILURE ARMOR CHECK MAX DEX SPELL RESIST
INT	15	+2			FORTITUDE CON +7	TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER		BASE ATTACK +4
WIS	14	+2			REFLEX DEX +3	TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER		INITIATIVE MODIFIER +2 = 2 + 0
CHA	14	+2			WILL WIS +3	TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER		

GRAPPLE ATTACK BONUS	+8	=	4	+	4	+	0	+	0	+	
MELEE ATTACK BONUS	+8	=	4	+	4	+	0	+	0	+	
RANGED ATTACK BONUS	+6	=	4	+	2	+	0	+	0	+	

SKILLS MAX RANKS 7/3.5

NAME (KEY ABILITY)	TOT	RNK	ABL	MSC
◆ Appraise (INT)	2	=	+ 2	+ 0
◆ Balance (DEX)*	-2	=	+ 2	+ -4
◆ Bluff (CHA)	5	=	3	+ 2
◆ Climb (STR)*	4	=	4	+ 4
◆ Concentration (CON)	3	=	+ 3	+ 0
◆ Craft (INT)	2	=	+ 2	+ 0
◆ Diplomacy (CHA)	3	=	1	+ 2
◆ Disguise (CHA)	2	=	+ 2	+ 0
◆ Escape Artist (DEX)*	-2	=	+ 2	+ -4
◆ Forgery (INT)	2	=	+ 2	+ 0
◆ Gather Information (CHA)	2	=	+ 2	+ 0
◆ Handle Animal (CHA)	4	=	2	+ 2
◆ Heal (WIS)	2	=	+ 2	+ 0
◆ Hide (DEX)*	-2	=	+ 2	+ -4
◆ Intimidate (CHA)	9	=	7	+ 2
◆ Jump (STR)*	3	=	3	+ 4
◆ Listen (WIS)	2	=	+ 2	+ 0
◆ Move Silently (DEX)*	-2	=	+ 2	+ -4
◆ Perform (CHA)	2	=	+ 2	+ 0
◆ Profession (rancher) (WIS)	3	=	1	+ 2
◆ Ride (DEX)	4	=	2	+ 2
◆ Search (INT)	2	=	+ 2	+ 0
◆ Sense Motive (WIS)	2	=	+ 2	+ 0
◆ Spot (WIS)	4	=	2	+ 2
◆ Survival (WIS)	2	=	+ 2	+ 0
◆ Swim (STR)**	-1	=	3	+ 4
◆ Use Rope (DEX)	4	=	+ 2	+ 2

WEAPONS (DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	
2 Longbow (P)	+6	1d8	x3	
0 - 100 FT	101 - 200 FT	201 - 300 FT	301 - 400 FT	401 - 500 FT
6	4	2	0	-2
501 - 600 FT	601 - 700 FT	701 - 800 FT	801 - 900 FT	901 - 1000 FT
-4	-6	-8	-10	-12

2 Longsword +1 (S) & + Shield, Light Wooden	+10	1d8+5	19-20/x2
Warhammer (B) & + Shield, Light Wooden	+8	1d8+4	x3
Longsword +1 (S) & + Shield, Tower	+8	1d8+5	19-20/x2
Warhammer (B) & + Shield, Tower	+6	1d8+4	x3

ARMOR	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED
Breastplate +1 [iron ward diamond]	+6	+3	-3	25%	30 ft.

SHIELD	ARMOR BONUS	ARMOR CHECK	SPELL FAIL
Shield, Light Wooden	+1	-1	5%

DEFENSE MODIFIERS

DR 1/
 Mobility (+4 Armor Class vs. attacks of opportunity when moving into or out of threatened spaces)
 Dodge (+1 Armor Class against attacks from designated opponent)

SKILL MODIFIERS

Endurance (+4 Skill (Swim) to resist non-lethal damage)
 Trait - Relentless (+2 Skill (Swim) to resist non-lethal damage)

