

Krulanor

NAME
 Con13 Bbn2 105000
 CLASS EXPERIENCE
 15 120000
 Character Level NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	38	+14	38	+14	38	+14
DEX Dexterity	22	+6	28	+9	28	+9
CON Constitution	*	+0	*	+0	*	+0
INT Intelligence	*	+0	*	+0	*	+0
WIS Wisdom	18	+4	24	+7	24	+7
CHA Charisma	6	-2	6	-2	6	-2

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+12	= +7	+ +0	+ +9	+ -4	+ +0		
REFLEX (dexterity)	+18	= +4	+ +9	+ +9	+ -4	+ +0		
WILLPOWER (wisdom)	+16	= +4	+ +7	+ +9	+ -4	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+25/+20/+15	= +11/+6/+1	+ +14	+ -1	+ +1	+ +0	
RANGED attack bonus	+20/+15/+10	= +11/+6/+1	+ +9	+ -1	+ +1	+ +0	
GRAPPLE attack bonus	+30/+25/+20	= +11/+6/+1	+ +14	+ +4	+ +1	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+25/+20/+15	1d4+14	20/x2

*Blaster Rifle		CURRENT HAND	TYPE	SIZE	CRITICAL
		Both		L	20/x2
To Hit	30'	200'	400'	600'	800'
	+20/+15/+10	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4
Dam	4d10	4d10	4d10	4d10	4d10
Special Properties					

*Slam		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	B	L	20/x2
TOTAL ATTACK BONUS	DAMAGE				
+25	1d8+14				
Special Properties					

Sword of Rage		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	S	L	19-20/x2
TOTAL ATTACK BONUS	DAMAGE				
+26/+21/+16	2d6+15				
Special Properties	See text				

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Sycophant Armor +12	Light	+12	+10	+0	0
*Absorbing Shield	Shield	+3		-1	15
Allows the wearer to disintegrate an object on command as a touch attack once every 2 days					

BARBARIAN RAGE

Uses per day

The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

Manuel

PLAYERNAME
 7th-Level Astral
 Construct Large
 RACE SIZE
 30 Female
 AGE GENDER

WOUNDS/CURRENT HP

HP hit points: 109

AC armor class: 60

INITIATIVE modifier: +9

BASE ATTACK bonus: +11/+6/+1

WOUNDS/CURRENT HP

Subdual Damage: 0

Damage Reduction: 0

SPEED: Walk 60'

TOTAL: 60

FLAT: 60

TOUCH: 32

BASE: 10

ARMOR BONUS: +12

SHIELD BONUS: +3

STAT: +9

SIZE: -1

NATURAL: +13

MISC: +18

MISS CHANCE: 0

ARCANE SPELL FAILURE: 15

ARMOR CHECK PENALTY: -1

SPELL RESIST: 0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+25/+20/+15	1d4+14	20/x2

*Blaster Rifle		CURRENT HAND	TYPE	SIZE	CRITICAL
		Both		L	20/x2
To Hit	30'	200'	400'	600'	800'
	+20/+15/+10	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4
Dam	4d10	4d10	4d10	4d10	4d10
Special Properties					

*Slam		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	B	L	20/x2
TOTAL ATTACK BONUS	DAMAGE				
+25	1d8+14				
Special Properties					

Sword of Rage		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	S	L	19-20/x2
TOTAL ATTACK BONUS	DAMAGE				
+26/+21/+16	2d6+15				
Special Properties	See text				

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DEITY
 True Neutral
 ALIGNMENT
 Darkvision (60'),
 Normal
 VISION
 -1
 POINTS

WOUNDS/CURRENT HP

Subdual Damage: 0

Damage Reduction: 0

SPEED: Walk 60'

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+	
✓ Balance	DEX	8	= 9	+	+	-1
✓ Bluff	CHA	-2	= -2	+	+	
✓ Bluff (Flattery)	CHA	-2	= -2	+	+	
✓ Bribe	CHA	-2	= -2	+	+	
✓ City Lore	WIS	7	= 7	+	+	
✓ Climb	STR	13	= 14	+	+	-1
✓ Climb (Swarm Huge Monster)	STR	13	= 14	+	+	-1
✓ Conceal Object	DEX	9	= 9	+	+	
✓ Concentration	CON	0	= 0	+	+	
✓ Craft (Biotechnology)	INT	0	= 0	+	+	
✓ Craft (Electronics)	INT	-2	= 0	+	+	-2
✓ Craft (Maps)	INT	0	= 0	+	+	
✓ Craft (Metallurgy)	INT	0	= 0	+	+	
✓ Craft (Pharmaceuticals)	INT	0	= 0	+	+	
✓ Craft (Poison)	INT	0	= 0	+	+	
✓ Craft (Printing)	INT	0	= 0	+	+	
✓ Craft (Untrained)	INT	0	= 0	+	+	
✓ Craft (Writing)	INT	0	= 0	+	+	
✓ Diplomacy	CHA	-2	= -2	+	+	
✓ Diplomacy (Dragon Protocol)	CHA	-2	= -2	+	+	
✓ Disguise	CHA	-2	= -2	+	+	
✓ Drive	DEX	9	= 9	+	+	
✓ Escape Artist	DEX	8	= 9	+	+	-1
✓ Forgery	INT	0	= 0	+	+	
✓ Freefall	DEX	8	= 9	+	+	-1
✓ Gamble	INT	0	= 0	+	+	
✓ Gather Information	CHA	-2	= -2	+	+	
✓ Heal	WIS	7	= 7	+	+	
✓ Hide	DEX	4	= 9	+	+	-5
✓ Intimidate	CHA	6	= -2	+	+	+8.0
✓ Jump	STR	13	= 14	+	+	-1
✓ Jump (Leap into the Saddle)	STR	13	= 14	+	+	-1
✓ Knowledge (Seamanship)	INT	0	= 0	+	+	
✓ Listen	WIS	7	= 7	+	+	
✓ Medical (First Aid)	INT	0	= 0	+	+	
✓ Mimic Voice	CHA	-2	= -2	+	+	
✓ Move Silently	DEX	8	= 9	+	+	-1
✓ Navigate	INT	0	= 0	+	+	
✓ Perform	CHA	-2	= -2	+	+	
✓ Perform (Chant)	CHA	-2	= -2	+	+	
✓ Perform (Juggling, Wit)	CHA	-2	= -2	+	+	
✓ Perform (Sing)	CHA	-2	= -2	+	+	
✓ Photography	INT	0	= 0	+	+	
✓ Pilot	DEX	8	= 9	+	+	-1
✓ Research	WIS	7	= 7	+	+	
✓ Ride	DEX	9	= 9	+	+	
✓ Sapper	STR	14	= 14	+	+	
✓ Savoir Faire	CHA	-2	= -2	+	+	
✓ Search	INT	0	= 0	+	+	
✓ Search (Stash Item)	INT	0	= 0	+	+	
✓ Seduction	CHA	-2	= -2	+	+	
✓ Sense Motive	WIS	7	= 7	+	+	
✓ Spot	WIS	7	= 7	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

SKILL NAME	SKILLS				MAX RANKS	18/9 MISC MODIFIER
	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS		
✓ Strategy	INT	0	= 0	+	+	
✓ Swim	STR	6	= 14	+	+	-8
✓ Tactics	INT	0	= 0	+	+	
✓ Urban Lore	WIS	7	= 7	+	+	
✓ Use Device	INT	0	= 0	+	+	
✓ Use Rope	DEX	9	= 9	+	+	
✓ Use Steamcraft Device	INT	0	= 0	+	+	
✓ Wilderness Lore	WIS	7	= 7	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Absorbing Shield	Equipped	1	15.0	50170.0	
<small>Allows the wearer to disintegrate an object on command as a touch attack once every 2 days</small>					
Enhanced Ability Wisdom +6	Equipped	1	0.0	36000.0	
<small>1440 XP, DC 20</small>					
Blaster Rifle	Equipped	1	10.0	1000.0	
Cloak of Resistance +5	Equipped	1	1.0	25000.0	
Elemental Resistance (Advanced Fire)	Equipped	1	0.0	12000.0	
<small>480 XP, DC 20</small>					
Gloves of Dexterity +6	Equipped	1	0.0	36000.0	
Slam	Equipped	1	0.0	0.0	
Sword of Rage	Carried	1	15.0	32350.0	
<small>See text</small>					
Sycophant Armor +12	Equipped	1	0.0	42000.0	
Trauma Symbiote	Equipped	1	0.0	6000.0	
<small>240 XP, DC 10</small>					
TOTAL WEIGHT CARRIED/VALUE			41 lbs.	240520.0	
9P					

WEIGHT ALLOWANCE					
Light	3200	Medium	6400	Heavy	9600
Lift over head	9600	Lift off ground	19200	Push / Drag	48000

SPECIAL ABILITIES
Additional attack at highest attack bonus (both attacks -2 to attack roll)
Armor(Ex)
Bonuses when enraged (STR +4, CON +4, Willpower +2, AC -2, HP 56)
Fly(Ex) 60'
Heavy Armor(Ex)
Immune to Mind-influencing effects
Immune to poison/disease and similar effects
Not subject to critical hits/ subdual damage/ ability damage/ energy drain/ or death from massive damage.
Rage (Ex) 1 times/day (5 rounds)
Sprint(Ex)
Swim 60'
Trample(Ex)
Trip(Ex)
Uncanny Dodge (Dex bonus to AC)

FEATS	
Technical Proficiency	You can use high-tech devices without penalty
Armor Proficiency (HighTechLight)	See Text
Armor Proficiency (HighTechMedium)	See Text
Armor Proficiency (Light)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
HighTechMartial Weapon Proficiency	You are proficient in High-tech martial weapons
HighTechSimple Weapon Proficiency	You are proficient in High-tech simple weapons
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally.
Shield Proficiency	The character can use a shield and suffer only the standard penalties.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

PROFICIENCIES
Aclis, Air Pistol, Air Rifle, Angle Knife, Ankus, Armor Spikes, Armour Blades, Assault Blaster, Assault Carbine, Assault Laser, Assault Rifle, Automatic Crossbow, Axe, Axe (Carpenter's), Axe (Double-Headed/2-H), Axe (Throwing), Baseball Bat, Baseball Bat (Metal), Baseball Bat (Nail-Studs), Battleaxe, Bayonet, Bec de Corbin, Bladed Bow, Blaster Cannon, Blaster Carbine, Blaster Pistol, Blaster Rifle, Blowgun, Bolt Driver, Brass Knuckles, Broadsword, Broken Bottle, Bushknife, Cannon, Carbine, Cinquada, Claw (Fighting), Claymore, Club, Compound Longbow, Crossbow (Axe-bladed, Axe), Crossbow (Axe-bladed, Bow), Crossbow (Heavy), Crossbow (Light), Dadao, Dagger, Dagger (Punching), Dart, Dart Gun, Dart Mace, Dragon Whisker Fork, Duck Spade, Epee, Falchion, Fanged Blade, Flail, Flail (Light), Flail (Small), Flamberge, Flamethrower, Flametongue, Flask Launcher, Flax, Gauntlet, Gauntlet (Spiked), Gauntlets (Clawed), Gladius, Glaive, Greataxe, Greatclub, Greatsword, Grenade (Adhesive), Grenade (Concussion), Grenade (Flash-Bang), Grenade (Frag), Grenade (Incendiary), Grenade (Nausea), Grenade (Smoke), Grenade (Stun), Grenade Launcher, Guisarme, Gutblade, Halberd, Half Moon Spear, Halfspear, Hammer (Golden Melon), Hammer (Light), Handaxe, Heavy AutoPistol, Heavy Machinegun, Holdout Laser, Holdout Pistol, Hunting Carbine, Hunting Rifle, Injector, Iron Comb, Iron Flute, Iron Pipe, Javelin, Karvar, Katana (Martial), Khopesh, Kin-Skull, Knife (Bowie), Knife (Throwing), Kusari-gama, Ladies Chain, Lance, Large Tool, Laser Carbine, Laser Pistol, Lead Pipe, Light AutoPistol, Light Machinegun, Longbow, Longbow (Composite), Longspear, Longsword, Mace, Mace (Chained), Mace (Heavy), Machete, Machinegun, Master's Hand, Mind Blade, Missile Launcher, Monk's Cudgel, Morningstar, Nighting Cleaver, Pick, Pike, Pike (Choke), Pilum, Pipe Rifle, Pistol (Automatic), Pistol (Black Powder), Pistol (Revolver), Police Baton, Push Knife, Quarterstaff, Ranseur, Rapier, Razor (Fixed), Razor Blade, Rifle (Automatic), Rifle (Black Powder), Rocket Launcher, Rocket Launcher (Multishot), Saber (Fencing), Sap, Sawed-off Shotgun, Sawtooth, Schiavona, Scimitar, Screamer Pistol, Screamer Rifle, Scythe, Shield Hook, Shieldbash, Shock-Field Glove, Shortbow, Shortbow (Composite), Shortspear, Shortstaff, Shotgun, Shotgun, Automatic, Sickle, Slam, Sling, Sling (Sand), Sniper Rifle, Socket Haft (Battleaxe), Socket Haft (Spear), Socket Haft (Warhammer), Spear (Hooked), Speargun, Spider Throwing Knife, Spiked Chain, Spiked Helmet, Sport Rifle, Springspear, Staff (Lashing), Staff Sling, Stun baton, Stun gauntlets, Sub Machinegun, Submachine Gun, Sword (3-Point Double Blade), Sword (Basket-hilted Backsword), Sword (Bastard), Sword (Bastard/Martial), Sword (Broad - Ghost Head), Sword (Cane), Sword (Double-Bladed/2-H), Sword (Executioner's), Sword (Gauntlet), Sword (Short), Sword (Straight), Sword (Tulwar), Sword cane, Sword-Pike, Taser Pistol, Tiger Fork, Tool, Trident, Trusty-Two-By-Four, Unarmed Strike, Wakizashi, War Cleaver, War Fork, War Rake, Waraxe (Dwarven/Martial), Warhammer, Widomaker, Wire (Strangling), Wolf Spear, Zip Gun

LANGUAGES

TEMPLATES

Notes:

Character Sheet Notes: