

Man-At-Arms

Character Name: Eternian Player Name: King Randor LG
 Race: M Gender: Medium Age: 48 Height: 5' 10" Weight: 165
 Eyes: Brown Hair: Brown Deity: Deity Affiliation / Guild: King Randor / Rank: / / Score: /

CLASS	HD Type	Level	Base Attack Bonus			Fort Save	Ref Save	Will Save	Skill Points
1. Ranger		7	7	2		5	5	2	
2.									
3.									
Racial Level Adjust									
ECL		7	7	2		5	5	2	

STR 12 + 1 = 13 AC 19 = 10 + 4 + 3 + 2
DEX 16 + 3 = 19 VS Touch 15
CON 10 Flat Footed 16
INT 14
WIS 15 + 2 = 17
CHA 10

XP Next Level: _____
Initiative Total 3 = 3 + 0
Saving Throws
Fortitude Total 5 = 5 + 0 + 0 + 0
Reflex Total 8 = 5 + 3 + 0 + 0
Willpower Total 6 = 2 + 2 + 0 + 2

Damage Reduction
Spell Resistance

Attack Bonus
Total Main Hand ATK 1: 8, ATK 2: 3, ATK 3: , ATK 4:
Total Offhand ATK 1: , ATK 2: , ATK 3:
Base Attack Bonus ATK 1: 7, ATK 2: 2, ATK 3: , ATK 4:
Melee 8 + 3 = 11 + 1 = 12
Ranged 10 + 5 = 15 + 3 = 18

Speed Adjusted Speed 30 ft = Base Speed 30 ft + Temp Speed ft

Weapon	Attack	Damage	Critical
Eternian Freeze Ray +1	+1	1d8+1 (+1d6)	20
Range Weight Type Size Special Properties			
30 ft lb. Piercing Large Frost damage +1d6			

Weapon	Attack	Damage	Critical
Dagger		1d4+1	20
Range Weight Type Size Special Properties			
ft lb. Piercing Small			

Weapon	Attack	Damage	Critical
Range Weight Type Size Special Properties			
ft lb.			

Weapon	Attack	Damage	Critical
Range Weight Type Size Special Properties			
ft lb.			

Ammunition: Frost Bolts
 Ammunition:
 Ammunition:

Armor / Protective Item	Type	Armor Bonus	Deflection Modifier	Max Dex Bonus
Man-At-Arms Tech Armor +2		+4	+2	+5
Check Penalty Spell Failure Speed Weight Special Properties				
% ft lb. Resist Shock/Sonic 10				

Shield / Protective Item	Type	Shield Bonus	Item Bonus	Max Dex Bonus
Check Penalty Spell Failure Weight Special Properties				
% lb.				

Grapple Total 8 = BAB 7 + Str Modifier 1 + Special Size Mod.

Class Skills	Max Ranks	Class	Cross	Total Ranks: 90	Total	Synergy Bonus	Skill Ranks	Ability Modifier	Misc. Modifier
Appraise	10	5		4	2			2	
Balance				3				3	
Bluff									
Climb				11		10		1	
Concentration									
Craft (Machines and shit)				12		10		2	
Craft				2				2	
Craft				2				2	
Decipher Script				2				2	
Diplomacy									
Disable Device				2				2	
Disguise									
Escape Artist				3				3	
Forgery				2				2	
Gather Information									
Handle Animal									
Heal				12		10		2	
Hide				3				3	
Intimidate									
Jump				11		10		1	
Knowledge (Geography)				12		10		2	
Knowledge				2				2	
Knowledge				2				2	
Knowledge				2				2	
Listen				12		10		2	
Move Silently				3				3	
Open Lock				3				3	
Perform									
Perform									
Profession				2				2	
Ride				3				3	
Search				12		10		2	
Sense Motive				2				2	
Sleight of Hand				3				3	
Spellcraft				4	2			2	
Spot				2				2	
Survival				14	2	10		2	
Swim				11		10		1	
Tumble				5	2			3	
Use Magic Device									
Use Rope				3				3	

*Class skills, skills not checked cost double
 EVERYONE skill which may be used untrained
 armor penalty applies *SYNERGY* bonus

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