TrapJaw

Character Name | Player Name | NE (Align.)

Race	Gender	Size	Age	Height	Weight
Eternian Cyborg	M	Medium	13	6' 3"	235

Eyes	Hair	Deity	Affiliation / Guild	/ Rank	/ Score
Black	None		Skeletor		

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

	Ability Score	Ability Modifier	Temp Score	Temp Modifier
STR	18	4		
DEX	14	2		
CON	14	2		
INT	8	-1		
WIS	10			
CHA	8	-1		

AC	Temp	Total	= 10 + Armor Bonus	+ Shield Bonus	+ Dex Modifier	+ Size Modifier	+ Natural Armor	+ Deflection Modifier	+ Dodge Bonus	+ Insight Bonus	+ Luck Bonus	+ Sacred Bonus	+ Comp. Bonus
AC		16	4		2								
VS Touch		12											
Flat Footed		14											

XP / Next Level

Initiative: Total 2 = Dex Modifier 2 +

HP Total	HP
70	nonlethal damage

Saving Throws

	Temp	Total	= Base Save	+ Ability Modifier	+ Magic Modifier	+
Fortitude		7	5	2		
Reflex		4	2	2		
Willpower		2	2			

Other Modifiers

Damage Reduction: 2 –

Spell Resistance

Attack Bonus

	Total Main Hand ATK 1	ATK 2	ATK 3	ATK 4	Total Offhand ATK 1	ATK 2	ATK 3	= Base Attack Bonus ATK 1	ATK 2	ATK 3	ATK 4	+ Ability Modifier	+ Size Modifier	+ Magic	+ Temp Modifier
Melee	13	8						7	2			4		1	1
Ranged	9	4						7	2			2			

Speed: Adjusted Speed 30 ft = Base Speed 30 ft = Temp Speed ft

Weapon	Attack	Damage	Critical
Vicious Greataxe +1	+1	1d12+9 (+2d6)	20

Range	Weight	Type	Size	Special Properties
ft	lb.	Slashing	Large	Vicious +2d6 (+1d6 on user)

Weapon	Attack	Damage	Critical
Grapple Claw		1d6+4	20

Range	Weight	Type	Size	Special Properties
10 ft	lb.	Bludgeoning / Slashing	Medium	Free Grapple (pin) on hit

Weapon	Attack	Damage	Critical
Dagger		1d4+4	19-20

Range	Weight	Type	Size	Special Properties
ft	lb.	Piercing	Small	

Weapon	Attack	Damage	Critical

Range	Weight	Type	Size	Special Properties
ft	lb.			

Ammunition: _____

Ammunition: _____

Ammunition: _____

Armor / Protective Item	Type	Armor Bonus	or Item Bonus	Max Dex Bonus
Cyborg Parts (Head, Arm, Leg)	Medium	+4		+5

Check Penalty	Spell Failure	Speed	Weight	Special Properties
	%	ft	lb.	DR 2/-, Fortification 50%

Shield / Protective Item	Type	Shield Bonus	or Item Bonus	Max Dex Bonus

Check Penalty	Spell Failure	Weight	Special Properties
	%	lb.	

Grapple: Total 11 = BAB 7 + Str Modifier 4 + Special Size Mod. _____

Skills

Total Ranks: 10

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

✓ "Class skills", skills not checked cost double

■ "EVERYONE" skill which may be used untrained

♥ armor penalty applies

↪ ↩ "SYNERGY" bonus

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Equipped Items

		Weight
Arms	Cyborg Arm	lb.
Body		lb.
Face	Cyborg Jaw	lb.
Feet	Cyborg Leg	lb.
Hands	Vicious Greataxe +1, Grapple Claw	lb.
Head	Cyborg Head	lb.
Ring (right hand)		lb.
Ring (left hand)		lb.
Shoulders		lb.
Throat		lb.
Torso		lb.
Waist		lb.
		lb.
		lb.

Scroll Case

Potion Bag

Weight: lb.

Backpack

Backpack	Weight		Weight
Grapple Cordage (50')	lb.		lb.
Wineskin (Goat Milk)	lb.		lb.
Oil Flask (1)	lb.		lb.
Various metal junk parts	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
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	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.

Pouches / Bags

Pouches / Bags	Weight		Weight
Gravel (snack variety)	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
Gems / Art Objects			lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.

Total Weight: lb.

Lift Over Head Equals Max Load	Lift Off Ground 2x Max Load	Push or Drag 5x Max Load	Light Load	Medium Load	Heavy Load
lb.	lb.	lb.	lb.	lb.	lb.

Money Pouch

Copper:		Gold:		Total Coins:
Silver:		Platinum:		

Feats / Abilities

- Power Attack
- Cleave
- Great Cleave
- Weapon Focus (greataxe)
- Weapon Specialization (greataxe)

Abilities: Racial / Class / Misc.

- Darkvision
- Damage Reduction 2/-
- Fortification 50%

Rations

Water

Languages