


Azura 'Ram Chaser' Leathalu
 CHARACTER NAME
 Barbarian/Dragon Shaman
 CLASS
 1/8 (10)
 LEVEL (ECL)

Micheal
 PLAYER NAME
 Medium
 Male
 NG
 SIZE
 24
 GENDER
 7'8"
 ALIGNMENT
 360
 AGE
 HEIGHT
 WEIGHT

The Great Glacier
 REGION
 Manethak
 DEITY
 Blue
 None
 EYES
 HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	26	+8		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	20	+5		
INT INTELLIGENCE	12	+1		
WIS WISDOM	14	+2		
CHA CHARISMA	16	+3		

HP HIT POINTS	105	WOUNDS		NON-LETHAL DAMAGE		SPEED	
AC ARMOR CLASS	30	= 10 + 5 + 0		+ 1 + 0 + 5 + 2 + 7			
TOUCH ARMOR CLASS	20	FLAT-FOOTED ARMOR CLASS		29			
INITIATIVE	+3	= 1 + 2					
BASE ATTACK	+7/+2						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC BONUS	TEMP MODIFIER
FORTITUDE CONSTITUTION	+14	= 8	+ 5	+ 1	
REFLEX DEXTERITY	+4	= 2	+ 1	+ 1	
WILL WISDOM	+9	= 6	+ 2	+ 1	
GRAPPLE MODIFIER	+19	= 7	+ 8	+ 4	+ 0

SPELL RESISTANCE	0	ARCANE SPELL FAILURE		ACTION POINTS	
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MELEE ATTACK BONUS	+15/+10	= 7	+ 8	+ 0	+ 0	
RANGED ATTACK BONUS	+8/+3	= 7	+ 1	+ 0	+ 0	

CONDITIONAL MODIFIERS			

ATTACK 1				
+2 Goliath Greathammer		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+17/+12	3d6+14	20/x4
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	30	B	Large	Two-handed

ATTACK 2				
Tribal Composite Longbow		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+9/+4	1d10+1d6+1	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	-3	P	Large	1d6 Frost Damage / Sheaf Arrow

ATTACK 3				
Masterwork dwarven waraxe		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+12/+7	1d12+6	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	16 lb	S	Large	One-handed

ATTACK 4				
+2 Goliath Greathammer(Thrown)		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+17/+12	3d6+8	20/x4
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	60 lb	B	Large	Thrown

ATTACK 5				
"+3 Helm of the Ram"		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		18	1D4+3+8	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0ft		B	Med	Free Attack

ATTACK 6				
		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC BONUS
Appraise ¹	INT	1	= 1	+ 0	+ 0
Balance ¹	DEX*	1	= 1	+ 0	+ 0
* Bluff ¹	CHA	7	= 3	+ 1	+ 3
* Climb ¹	STR*	11	= 8	+ 3	+ 0
Concentration ¹	CON	5	= 5	+ 0	+ 0
* Craft skills... ¹	INT	1	= 1	+ 0	+ 0
Diplomacy ¹	CHA	3	= 3	+ 0	+ 0
* Disguise ¹	CHA	3	= 3	+ 0	+ 0
Escape Artist ¹	DEX*	1	= 1	+ 0	+ 0
Forgery ¹	INT	1	= 1	+ 0	+ 0
Gather Information ¹	CHA	3	= 3	+ 0	+ 0
Heal ¹	WIS	2	= 2	+ 0	+ 0
Hide ¹	DEX*	1	= 1	+ 0	+ 0
* Intimidate ¹	CHA	3	= 3	+ 0	+ 0
* Jump ¹	STR*	8	= 8	+ 5	+ 0
* Knowledge (arcana)	INT	5	= 1	+ 4	+ 0
Knowledge (dungeoneering)	INT	2	= 1	+ 1	+ 0
* Knowledge (nature)	INT	4	= 1	+ 3	+ 0
Knowledge (the planes)	INT	2	= 1	+ 1	+ 0
* Listen ¹	WIS	2	= 2	+ 4	+ -4
Move Silently ¹	DEX*	1	= 1	+ 0	+ 0
Perform skills... ¹	CHA	3	= 3	+ 0	+ 0
* Ride ¹	DEX	3	= 1	+ 2	+ 0
* Search ¹	INT	6	= 1	+ 5	+ 0
Sense Motive ¹	WIS	4	= 2	+ 0	+ 2
Speak Language	INT	2	= 2	+ 0.5	+ 0
Spot ¹	WIS	-1	= 2	+ 1	+ -4
* Survival ¹	WIS	3	= 2	+ 1	+ 0
* Swim ¹	STR**	9	= 8	+ 1	+ 0
Use Rope ¹	DEX	3	= 1	+ 2	+ 0

¹ This skill can be used even if the character has zero skill ranks.
^{*} This skill is a class skills for at least one of your classes.
^{*} Armor check penalty, if any, applies. ^{**} Double the armor check penalty.

