

## Dinid of the Great Wolf Tribe

**Male Human Fighter 1, Barbarian 4 - CL5**

Chaotic Good; Deity: **Korth**; Age: **19**; Height: **6' 3"**; Weight: **245lb.**; Eyes: **Blue**; Hair: **Blonde**; Skin: **Light**



Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>15/19</b>	<b>+2/+4</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>16/20</b>	<b>+3/+5</b>	
<b>INT</b> INTELLIGENCE	<b>11</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+11 =</b>	<b>+6</b>	<b>+5</b>				
<b>REFLEX</b> (DEXTERITY)	<b>+3 =</b>	<b>+1</b>	<b>+2</b>				
<b>WILL</b> (WISDOM)	<b>+5 =</b>	<b>+1</b>	<b>+2</b>		<b>+2</b>		

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>16 =</b>	<b>+6</b>					<b>+2</b>		<b>-2</b>

<b>Touch AC</b>	<b>10</b>	<b>Flat-Footed AC</b>	<b>16</b>
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	Total	Damage / Current HP
<b>HP</b>	<b>70</b>	

<b>Base Attack</b>	<b>+5</b>	<b>Initiative</b>	<b>+2</b>
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<b>Grapple</b>	<b>+9</b>	<b>Speed</b>	<b>30 / 20 ft</b>
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### +1 Adamantine Greatsword

**+10, 2d6+7**      Crits: 19-20/x2  
Type: 2-Hand, S

### Dagger

**+9, 1d4+4**      Crits: 19-20/x2, Range: 10'  
Type: Light, PS

### Gauntlet (from Armor)

**+9, 1d3+4**      Crits: 20/x2  
Type: Light, B

### Shortbow

**+7, 1d6**      Crits: 20/x3, Range: 60'  
Type: 2-Hand, P

### Unarmed Strike

**+9, 1d3+4**      Crits: 20/x2  
Type: Light, B

Skill Name	Total	Ability	Ranks	Misc
<b>Appraise</b>	<b>+0</b>	INT (0)		
<b>Balance</b>	<b>-5</b>	DEX (2)		
<b>Bluff</b>	<b>+0</b>	CHA (0)		
<b>Climb</b>	<b>+2</b>	STR (4)	5	
<b>Concentration</b>	<b>+5</b>	CON (5)		
<b>Craft: Tents</b>	<b>+5</b>	INT (0)	5	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)		
<b>Escape Artist</b>	<b>-5</b>	DEX (2)		
<b>Forgery</b>	<b>+0</b>	INT (0)		
<b>Gather Information</b>	<b>+0</b>	CHA (0)		
<b>Heal</b>	<b>+2</b>	WIS (2)		
<b>Hide</b>	<b>-5</b>	DEX (2)		
<b>Intimidate</b>	<b>+8</b>	CHA (0)	8	
<b>Jump</b>	<b>-3</b>	STR (4)	6	
<b>Knowledge: Nature</b>	<b>+1</b>	INT (0)	1	
<b>Listen</b>	<b>+8</b>	WIS (2)	4	
<b>Move Silently</b>	<b>-5</b>	DEX (2)		
<b>Ride</b>	<b>+2</b>	DEX (2)		
<b>Search</b>	<b>+0</b>	INT (0)		
<b>Sense Motive</b>	<b>+2</b>	WIS (2)		
<b>Spot</b>	<b>+4</b>	WIS (2)		
<b>Survival</b>	<b>+6</b>	WIS (2)	4	
<b>Swim</b>	<b>-6</b>	STR (4)	4	
<b>Use Rope</b>	<b>+2</b>	DEX (2)		

### Feats

- Alertness
- Cleave
- Improved Sunder
- Power Attack
- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Martial Weapon Proficiency (All)
- Shield Proficiency
- Simple Weapon Proficiency (All)
- Tower Shield Proficiency

### Special Abilities

- Fast Movement (Ex)
- Rage (2/day) (Ex)
- Trap Sense (Ex)
- Uncanny Dodge (Ex)

### Leather

**+2**

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

### Shield, Heavy Steel

**+2**

Max Dex: -, Armor Check: -2  
Spell Fail: 15%, Shield

### Splint Mail

**+6**

Max Dex: +0, Armor Check: -7  
Spell Fail: 40%, Heavy, Slows

### Gear

**Total Weight Carried: 79.22/350lbs, Light Load  
(Light: 116lbs, Medium: 233lbs, Heavy: 350lbs)**

+1 Adamantine Greatsword	8lbs
Arrows x100 <In: Backpack (3 @ 19 lbs)>	15lbs
Artisan's Outfit (Free)	-
Backpack (3 @ 19 lbs) <In: Horse, heavy (6 @ 82 lbs)>	2lbs
Bedroll <In: Saddlebags (1 @ 5 lbs)>	5lbs
Bit and bridle <In: Horse, heavy (6 @ 82 lbs)>	1lb
Dagger	1lb
Horse, heavy (6 @ 82 lbs)	
Leather <In: Horse, heavy (6 @ 82 lbs)>	15lbs
Money	9.22lbs
Ring of Protection, +2	-
Saddle, Exotic (Riding) <In: Horse, heavy (6 @ 82 lbs)>	30lbs
Saddlebags (1 @ 5 lbs) <In: Horse, heavy (6 @ 82 lbs)>	8lbs
Sewing needle <In: Backpack (3 @ 19 lbs)>	
Shield, Heavy Steel	15lbs
Shortbow <In: Horse, heavy (6 @ 82 lbs)>	2lbs
Splint Mail	45lbs
Waterskin <In: Backpack (3 @ 19 lbs)>	4lbs

### Charges

Arrows	27/100
Dagger	0/1
Rage (2/day) (Ex)	1/2

### Experience & Wealth

Experience Points: **12000**/15000  
Current Cash: **100 PP, 356 GP, 5 SP**

### Languages

Common

### Spells & Powers