

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
STR STRENGTH	15/19	+2/+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16/20	+3/+5	
INT INTELLIGENCE	11	0	
WIS WISDOM	14	+2	
CHA CHARISMA	10	0	

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

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

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

Base Attack	+5	Initiative	+2
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Grapple	+9	Speed	30 / 20 ft
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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
Appraise	+0	INT (0)		
Balance	-5	DEX (2)		
Bluff	+0	CHA (0)		
Climb	+2	STR (4)	5	
Concentration	+5	CON (5)		
Craft: Tents	+5	INT (0)	5	
Diplomacy	+0	CHA (0)		
Escape Artist	-5	DEX (2)		
Forgery	+0	INT (0)		
Gather Information	+0	CHA (0)		
Heal	+2	WIS (2)		
Hide	-5	DEX (2)		
Intimidate	+8	CHA (0)	8	
Jump	-3	STR (4)	6	
Knowledge: Nature	+1	INT (0)	1	
Listen	+8	WIS (2)	4	
Move Silently	-5	DEX (2)		
Ride	+2	DEX (2)		
Search	+0	INT (0)		
Sense Motive	+2	WIS (2)		
Spot	+4	WIS (2)		
Survival	+6	WIS (2)	4	
Swim	-6	STR (4)	4	
Use Rope	+2	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