

# New1

NAME	PLAYERNAME	DEITY	ALIGNMENT
Mon6	3000	Minotaur	None
CLASS	EXPERIENCE	Large	Darkvision (60'), Normal
6/8	36000	RACE	VISION
Character Level/ECL /	NEXT LEVEL	0	60
		AGE	POINTS
		0	
		Male	
		GENDER	
		EYES	
		HAIR	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4	18	+4
<b>DEX</b> Dexterity	10	+0	10	+0	10	+0
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	6	-2	6	-2	6	-2
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0
<b>CHA</b> Charisma	8	-1	8	-1	8	-1

<b>HP</b> hit points	44	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED			
<b>AC</b> armor class	14	14	9	10	0	0	0	-1	5	0	0	+0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

<b>INITIATIVE</b> modifier	+0	+0	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+6/+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+2	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+5	+5	+0	+0	+0	+0		
<b>WILL</b> (wisdom)	+5	+5	+0	+0	+0	+0		

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+9/+4	+6/+1	+4	-1	+0	+0	
<b>RANGED</b> attack bonus	+5/+0	+6/+1	+0	-1	+0	+0	
<b>GRAPPLE</b> attack bonus	+14/+9	+6/+1	+4	+4	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d4+4	20/x2

\*: weapon is equipped  
**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

<b>ARMOR</b>	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
			RANKS		MISC MODIFIER
✓ Appraise	INT	-2	= -2	+	+
✓ Balance	DEX	0	= 0	+	+
✓ Bluff	CHA	-1	= -1	+	+
✓ Climb	STR	4	= 4	+	+
✓ Concentration	CON	2	= 2	+	+
✓ Control Shape	WIS	0	= 0	+	+
✓ Diplomacy	CHA	-1	= -1	+	+
✓ Disguise	CHA	-1	= -1	+	+
✓ Escape Artist	DEX	0	= 0	+	+
✓ Forgery	INT	-2	= -2	+	+
✓ Gather Information	CHA	-1	= -1	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	-4	= 0	+	-4
✓ Intimidate	CHA	-1	= -1	+	+
✓ Jump	STR	4	= 4	+	+
✓ Listen	WIS	4	= 0	+	4
✓ Move Silently	DEX	0	= 0	+	+
✓ Ride	DEX	-5	= 0	+	-5
✓ Search	INT	2	= -2	+	4
✓ Sense Motive	WIS	0	= 0	+	+
✓ Spot	WIS	4	= 0	+	4
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	4	= 4	+	+
✓ Use Rope	DEX	0	= 0	+	+
			=	+	+
			=	+	+

✓ : can be used untrained. ✗ : exclusive skills

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

## WEIGHT ALLOWANCE

Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

## SPECIAL ABILITIES

Monstrous Humanoids eat and sleep and breathe

Natural Cunning (Ex)

Powerful Charge (Ex)

Scent (Ex)

## FEATS

Armor Proficiency (Light) You are proficient with light armor

Combat Reflexes You can respond quickly and repeatedly to opponents who let their defenses down

Endurance You are capable of amazing feats of stamina

## PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Gore, Greataxe, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Unarmed Strike

## LANGUAGES

Common, Giant

## TEMPLATES

## Notes:

Character Sheet Notes: