

# MAXIMUM X CRAWL

CHARACTER NAME: Jammer 7th  
 CLASS LEVELS: Human  
 RACE: Size: Gender: Age: Height: Weight:  
 PLAYER NAME: Alignment: Deity: Home City: Hair: Eyes:

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR (STRENGTH)	10	0		
DEX (DEXTERITY)	18	4		
CON (CONSTITUTION)	14	2		
INT (INTELLIGENCE)	14	2		
WIS (WISDOM)	12	1		
CHA (CHARISMA)	18	4		

HP (Hitpoints) 69  
 MAX HP: 69  
 DAMAGE REDUCTION:

WOUNDS/CURRENT HP:

NONLETHAL DAMAGE:

INITIATIVE: 4 = 4 +

TOTAL DEX MOD MISC MOD

AC (ARMOR CLASS)	25	-10 +	6 + 2 + 4 + 0 +	DEFLECT MOD	MISC MOD
TOUCH (ARMOR CLASS)	17	FLAT-FOOTED (ARMOR CLASS)	18		MODIFIERS

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
	6	2	2	2			
REFLEX (DEXTERITY)	11	5	4	2			
WILL (WISDOM)	8	5	1	2			

BASE ATTACK BONUS	5	SPELL RESISTANCE	
CMB	9 = 5 + 4 + 0	+2 to disarm	MODIFIERS
TOTAL BASE ATTACK BONUS	STR MOD	SIZE MOD	
CMD	19 = 5 + 0 + 4 + 0	+10	SIZE MOD

WEAPON	ATTACK BONUS	CRIT
+1 Scorpion Whip (Custom)	11	X2
TYPE: RANGED AMMUNITION: DAMAGE: S 1d3+1		

WEAPON	ATTACK BONUS	CRIT
Repeating H. Crossbow	10	19-20
TYPE: RANGE: AMMUNITION: DAMAGE: P 110 20 1d8		

WEAPON	ATTACK BONUS	CRIT
TYPE: RANGE: AMMUNITION: DAMAGE:		

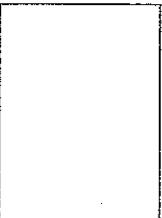
WEAPON	ATTACK BONUS	CRIT
TYPE: RANGE: AMMUNITION: DAMAGE:		

Fame Temp Perm  
 21 15

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME:

SPEED: 30 FT SQ 30 FT SQ  
 BASE SPEED WITH ARMOR  
 FT MANEUVERABILITY SWIM CLIMB BURROW

OTHER MOVEMENT:



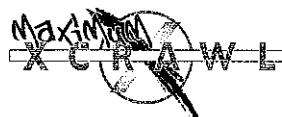
## SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
ACROBATICS	14 = DEX 4 + 7 + 3			
APPRAISE	= INT + +			
BLUFF	10 = CHA 4 + 3 + 3			
CLIMB	10 = STR 0 + 7 + 3			
CRAFT Songwriting	9 = INT 2 + 1 + 3			
CRAFT	= INT + +			
DIPLOMACY	14 = CHA 4 + 7 + 3			
DISABLE DEVICE*	= DEX + +			
DISGUISE	= CHA + +			
DRIVE*	8 = DEX 4 + 1 + 3			
ESCAPE ARTIST	= DEX + +			
FIRST AID	= WIS + +			
FLY	= DEX + +			
GRANDSTANDING	14 = CHA 4 + 7 + 3			
HANDLE ANIMAL*	= CHA + +			
INTIMIDATE	8 = CHA 4 + 1 + 3			
KNOWLEDGE (ATHLETICS)*	= INT + +			
KNOWLEDGE (ARCANA)*	= INT + +			
KNOWLEDGE (RELIGION)*	= INT + +			
KNOWLEDGE (XCRAWL)*	9 = INT 2 + 1 + 3			
LINGUISTICS	6 = INT 2 + 1 + 3			
PERCEPTION	11 = WIS 1 + 7 + 3			
PERFORM	14 = CHA 4 + 7 + 3			
PROFESSION Rock Singer	8 = WIS 1 + 1 + 3			
PROFESSION*	= WIS + +			
RIDE	= DEX + +			
SENSE MOTIVE	7 = WIS 1 + 3 + 3			
SLEIGHT OF HAND*	= DEX + +			
SPELLCRAFT*	= INT + +			
STEALTH	8 = DEX 4 + 1 + 3			
SURVIVAL	= WIS + +			
SWIM	10 = STR 0 + 7 + 3			
TACTICS	6 = INT 2 + 1 + 3			
USE MAGIC DEVICE*	8 = CHA 4 + 1 + 3			
CLASS SKILL * TRAINED ONLY	= + +			

LANGUAGES: English, Latin, Elvish

# Human Jammer

ACTIVITY	BONUS	TYPE	CHICKENALY	SPECIALE	WEIGHT	PROPERTY
+2 mithril Shirt 6			-1			
<b>TOTALS</b>						



## SPELLS

# Agile Maneuvers Combat Expertise

## Extra Ki Weapon Finesse

Fame Feats  
Crowd Favorite  
Enduring Celebrity  
Rally  
Rock A Crowd  
Celebrity

- Street Knowledge (+7)
- Jammer Music (5/day)
  - Combat Rock +2 (hit, Dam, will)
  - Battle (counter sonic effects)
  - Move the Crowd (extra frame)
  - Disrespect -4 enemy (hit, Dam, will)
  - Lionize +4 to one ally (hit, Dam, will)
  - Shake 'EM UP
  - FEAR
- KI Pool (9/day)
  - AC (+3 deflection) constant
  - Gain Additional Attack 1 ki
  - ⊗ - Gain Combat FEAT 1 ki
    - +10 Acrobatics 1 ki
  - Demolishing Attack
    - +2 Dmg dam w/ chosen weapon

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAg OR PUSH	<input type="checkbox"/>

## MONEY

# MAXIMUM X CRAWL

CHARACTER NAME				PLAYER NAME			
<u>Zimmer 7th</u>							
CLASS LEVELS		Gnome		ALIGNMENT		DEITY	
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD	HP	HIT POINTS	MAX HP	DAMAGE REDUCTION
STR STRENGTH	8	-1			63			
DEX DEXTERITY	16	3						
CON CONSTITUTION	14	2						
INT INTELLIGENCE	16	3						
WIS WISDOM	11	0						
CHA CHARISMA	20	5						
AC ARMOR CLASS	20	= 10 + 5 + 3	+ 1 + 3	+ 1 + 3	TOTAL 3	DEX MOD 3	MISC MOD 3	
TOUCH ARMOR CLASS	17	FLAT-FOOTED	(ARMOR CLASS)	15	+4 vs Giants	MODIFIERS		

NONLETHAL DAMAGE

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
	5	= 2 + 2	+ 1 + 1	+ 1 + 1	+ 1 + 1	+ 1 + 1	+2 vs Illusion
REFLEX (DEXTERITY)	9	= 5 + 3	+ 1 + 1	+ 1 + 1	+ 1 + 1	+ 1 + 1	
WILL (WISDOM)	6	= 5 + 0	+ 1 + 1	+ 1 + 1	+ 1 + 1	+ 1 + 1	

BASE ATTACK BONUS

SPELL RESISTANCE

CMB	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MODIFIERS
CMD	13	= 5 + -1 + -1	+ 1 + 1	+ 1 + 1	+ 1 + 10

WEAPON

ATTACK BONUS CRIT

WEAPON	TYPE	RANGE	AMMUNITION	DAMAGE
+1 Long Bow Custom	P	100	50	1D6 + 1

+2 DG Dam when opponent is under Zimmer music

WEAPON	ATTACK BONUS	CRIT

WEAPON	ATTACK BONUS	CRIT

WEAPON	ATTACK BONUS	CRIT

Fame Temp 40

Perm

Spells: Dancing Lights, Ghost Song, Prestidigitation, Speak w/Anim +spell lvl XI DAY

CLASS SKILL TRAINED ONLY

LANGUAGES:

# GnomeJammer

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+1 Mithral Shirt	5		-1			
<b>TOTALS</b>						

## SPELLS

FEATS

Extra Ri  
Right Blank Shot  
Random Shot  
Precise Shot

## Fame Farts

# Crossover Artist Rock A Crowd Crowd Favorite

## SPECIAL ABILITIES

Lowlight Vision  
Defensive Training      Obsession  
Gnome Magic      Keen Senses  
Hatred, Illusion, Resistance

- Street Knowledge (+7)
  - Jammer Music 20/DAY
    - Combat Rock +2 (hit, DAM, W/11)
    - Battle (countersonic effects)
    - Move the Crowd (Extra Frame)
  - Disrespect -4 enemy (hit, DAM, W/11)
  - Lionize +4 to one ally (hit, DAM, W/11)
  - Shake 'em UP
  - Fear

- Ki Pooh (10 / day)

- AC (+3 Deflection) Constant
  - Gain Additional Attack 1 Ki
  - Gain Combat Feat 1 Ki
  - +10 Fortitude 1 Ki

- +10 Acrobatics 1 R  
- Devastating Attack :  
+2 DG Dam with chosen weapon

# MONEY

# MAXIMUM X CRAWL

CHARACTER NAME Brawler 7th

PLAYER NAME \_\_\_\_\_

CLASS LEVELS

Elven

ALIGNMENT

DEITY

HOME CITY

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR	22	6		
DEX	12	1		
CON	16	3		
INT	10	0		
WIS	12	1		
CHA	8	-1		

HP  
HIT POINTS **84**  
MAX HP \_\_\_\_\_  
DAMAGE REDUCTION \_\_\_\_\_

WOUNDS/CURRENT HP \_\_\_\_\_

NONLETHAL DAMAGE \_\_\_\_\_

INITIATIVE  
MODIFIER **1** = **1** + **0**  
TOTAL DEX MOD MISC MOD

AC  
ARMOR CLASS **20** = **10** + **9** + **0** + **1** + **0** + **0** + **0**  
ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD NAT ARMOR DEFLECT MOD MISC MOD

TOUCH  
ARMOR CLASS **11** FLAT-FOOTED **14** MODIFIERS

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
	<b>8</b>	<b>5</b>	<b>3</b>				
REFLEX (DEXTERITY)	<b>3</b>	<b>2</b>	<b>1</b>				
WILL (WISDOM)	<b>3</b>	<b>2</b>	<b>1</b>				

BASE ATTACK BONUS \_\_\_\_\_ SPELL RESISTANCE \_\_\_\_\_

CMB **13** = **7** + **6** + **0** + **+2 Bull Rush** MODIFIERS

CMD **24** = **7** + **6** + **1** + **0** + **+10**

WEAPON **+2 Elven Curved Blade** ATTACK BONUS **17/12** CRIT **18-20**  
TYPE RANGE AMMUNITION DAMAGE  
**5** - **Custom** **1D10+11**

WEAPON ATTACK BONUS CRIT  
TYPE RANGE AMMUNITION DAMAGE  
\_\_\_\_\_

WEAPON ATTACK BONUS CRIT  
TYPE RANGE AMMUNITION DAMAGE  
\_\_\_\_\_

WEAPON ATTACK BONUS CRIT  
TYPE RANGE AMMUNITION DAMAGE  
\_\_\_\_\_

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS	<b>6</b>	= DEX <b>1</b> + <b>2</b> + <b>3</b>		
<input type="checkbox"/> APPRAISE		= INT _____		
<input type="checkbox"/> BLUFF		= CHA _____		
<input checked="" type="checkbox"/> CLIMB	<b>10</b>	= STR <b>6</b> + <b>1</b> + <b>3</b>		
<input checked="" type="checkbox"/> CRAFT	<b>6</b>	= INT <b>0</b> + <b>3</b> + <b>3</b>		
<input type="checkbox"/> CRAFT		= INT _____		
<input type="checkbox"/> DIPLOMACY		= CHA _____		
<input type="checkbox"/> DISABLE DEVICE*		= DEX _____		
<input type="checkbox"/> DISGUISE		= CHA _____		
<input type="checkbox"/> DRIVE*		= DEX _____		
<input type="checkbox"/> ESCAPE ARTIST		= DEX _____		
<input type="checkbox"/> FIRST AID		= WIS _____		
<input type="checkbox"/> FLY		= DEX _____		
<input checked="" type="checkbox"/> GRANDSTANDING	<b>3</b>	= CHA <b>-1</b> + <b>1</b> + <b>3</b>		
<input checked="" type="checkbox"/> HANDLE ANIMAL*	<b>9</b>	= CHA <b>-1</b> + <b>7</b> + <b>3</b>		
<input type="checkbox"/> INTIMIDATE		= INT _____		
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*		= INT _____		
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		= INT _____		
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		= INT _____		
<input checked="" type="checkbox"/> KNOWLEDGE (XCRAWL)*	<b>6</b>	= INT <b>0</b> + <b>3</b> + <b>3</b>		
<input type="checkbox"/> LINGUISTICS		= INT _____		
<input type="checkbox"/> PERCEPTION		= WIS _____		
<input type="checkbox"/> PERFORM		= CHA _____		
<input type="checkbox"/> PERFORM		= CHA _____		
<input type="checkbox"/> PERFORM		= CHA _____		
<input checked="" type="checkbox"/> PROFESSION*	<b>7</b>	= WIS <b>1</b> + <b>3</b> + <b>3</b>		
<input type="checkbox"/> PROFESSION*		= WIS _____		
<input type="checkbox"/> RIDE		= DEX _____		
<input type="checkbox"/> SENSE MOTIVE		= WIS _____		
<input type="checkbox"/> SLEIGHT OF HAND*		= DEX _____		
<input type="checkbox"/> SPELLCRAFT*		= INT _____		
<input type="checkbox"/> STEALTH		= DEX _____		
<input type="checkbox"/> SURVIVAL		= WIS _____		
<input checked="" type="checkbox"/> SWIM	<b>10</b>	= STR <b>6</b> + <b>1</b> + <b>3</b>		
<input checked="" type="checkbox"/> TACTICS	<b>0</b>	= INT <b>0</b> + <b>+</b>		
<input type="checkbox"/> USE MAGIC DEVICE*		= CHA _____		
<input type="checkbox"/> _____		= _____		
<input type="checkbox"/> _____		= _____		
<input type="checkbox"/> _____		= _____		
<input checked="" type="checkbox"/> CLASS SKILL TRAINED ONLY				

LANGUAGES: English, Elven

Fame Temp 16

Ferm

14

Elven Brawler

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+2 Full Plate						
<b>TOTALS</b>						



## SPELLS

*Custom*

FEATS

Up Aton Focus, (E.Curve),  
Co-Lunge, Power Attack,  
Furious Focus, Shield of Swings,  
Improved Bull Rush, Combat Poo, Intimidation  
Combat Poo, Maneuvers

## SPECIAL ABILITIES

Fame Feats  
The Profile  
Fearsome Presence  
Intimidator

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAg OR PUSH	<input type="checkbox"/>
<b>MONEY</b>			
CP			
SP			
GP			
PP			

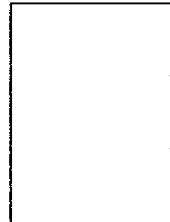
A horizontal bar with a black border. Inside the bar, the words "EXPERIENCE POINTS" are written in white capital letters on the left side, and "NEXT LEVEL" is written in white capital letters on the right side.

# Maximum X CRAWL

CHARACTER NAME Brawler - 7<sup>th</sup>  
 CLASS LEVELS HUMAN  
 RACE  SIZE  GENDER  AGE  HEIGHT  WEIGHT   
 PLAYER NAME \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_ HOME CITY \_\_\_\_\_

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD	HP	HIT POINTS	MAX HP	DAMAGE REDUCTION	SPEED	LAND	FT	SQ	30	FT	SQ
STR STRENGTH	16	3				76									
DEX DEXTERITY	19	5													
CON CONSTITUTION	14	2													
INT INTELLIGENCE	12	1													
WIS WISDOM	9	-1													
CHA CHARISMA	12	1													
AC ARMOR CLASS	21	-10 +	6	+ SHIELD BONUS	+ 5	+ DEX MOD	+ SIZE MOD	+ NAT ARMOR	DEFLECT MOD	MISC MOD					
TOUCH ARMOR CLASS	15	FLAT-FOOTED	16												
FORTITUDE (CONSTITUTION)	8	TOTAL	5	BASE SAVE	2	ABILITY MOD	1	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS				
REFLEX (DEXTERITY)	8	TOTAL	2	BASE ATTACK BONUS	5	STR MOD	1								
WILL (WISDOM)	2	TOTAL	2	BASE ATTACK BONUS	-1	STR MOD	1								

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME



OTHER MOVEMENT:

PORTRAIT

28

## SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS	18	= DEX	5	+ 4 + 3
<input type="checkbox"/> APPRAISE		= INT		+ +
<input type="checkbox"/> BLUFF		= CHA		+ +
<input checked="" type="checkbox"/> CLIMB	11	= STR	3	+ 5 + 3
<input checked="" type="checkbox"/> CRAFT	8	= INT	2	+ 3 + 3
<input type="checkbox"/> CRAFT		= INT		+ +
<input type="checkbox"/> DIPLOMACY		= CHA		+ +
<input type="checkbox"/> DISABLE DEVICE*		= DEX		+ +
<input type="checkbox"/> DISGUISE		= CHA		+ +
<input type="checkbox"/> DRIVE*		= DEX		+ +
<input type="checkbox"/> ESCAPE ARTIST		= DEX		+ +
<input type="checkbox"/> FIRST AID		= WIS		+ +
<input type="checkbox"/> FLY		= DEX		+ +
<input checked="" type="checkbox"/> GRANDSTANDING	8	= CHA	1	+ 4 + 3
<input type="checkbox"/> HANDLE ANIMAL*		= CHA		+ +
<input checked="" type="checkbox"/> INTIMIDATE	11	= CHA	1	+ 7 + 3
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*		= INT		+ +
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		= INT		+ +
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		= INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (XCRAWL)*	8	= INT	2	+ 3 + 3
<input type="checkbox"/> LINGUISTICS		= INT		+ +
<input type="checkbox"/> PERCEPTION		= WIS		+ +
<input type="checkbox"/> PERFORM		= CHA		+ +
<input type="checkbox"/> PERFORM		= CHA		+ +
<input type="checkbox"/> PERFORM		= CHA		+ +
<input checked="" type="checkbox"/> PROFESSION* <u>Bouncer</u>	5	= WIS	-1	+ 3 + 3
<input type="checkbox"/> PROFESSION*		= WIS		+ +
<input type="checkbox"/> RIDE		= DEX		+ +
<input type="checkbox"/> SENSE MOTIVE		= WIS		+ +
<input type="checkbox"/> SLEIGHT OF HAND*		= DEX		+ +
<input type="checkbox"/> SPELLCRAFT*		= INT		+ +
<input type="checkbox"/> STEALTH		= DEX		+ +
<input type="checkbox"/> SURVIVAL		= WIS		+ +
<input checked="" type="checkbox"/> SWIM	11	= STR	3	+ 5 + 3
<input checked="" type="checkbox"/> TACTICS	8	= INT	2	+ 3 + 3
<input type="checkbox"/> USE MAGIC DEVICE*		= CHA		+ +
<input type="checkbox"/>		=		+ +
<input type="checkbox"/>		=		+ +
<input type="checkbox"/>		=		+ +
<input checked="" type="checkbox"/> CLASS SKILL *TRAINED ONLY				

LANGUAGES: English, Latin

WEAPON		ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE
P	110		1D8+5

WEAPON		ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE
S	-	-	1D12+3

WEAPON		ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE

Fame Temp Perm  
24

Human Brawler



AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+2 Mithral Shirt	6		0			
<b>TOTALS</b>						

3 9

## FEATS

## SPELLS

## SPECIAL ABILITIES

Combat Pool (4)

- Add pool to Attack rolls, damage rolls, AC, Willpower saving throws, CMD

## Bonus Feats X4

## Fame Feats

# Bring the Noise

# Bring the Mania

# Bring the Thunder

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAg OR PUSH	<input type="checkbox"/>

## MONEY

# MAXIMUM X CRAWL

CHARACTER NAME Blaster 7<sup>th</sup> PLAYER NAME \_\_\_\_\_  
 CLASS LEVELS half Elv ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_  
 RACE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD	HP	HIT POINTS	51		SPEED	LAND	30	FT	SQ		FT	SO
STR STRENGTH	8	-1			MAX HP	DAMAGE REDUCTION			BASE SPEED							
DEX DEXTERITY	14	2			WOUNDS/CURRENT HP				FT							
CON CONSTITUTION	14	2			NONLETHAL DAMAGE				FLY	MANEUVERABILITY						
INT INTELLIGENCE	14	2			INITIATIVE	MODIFIER	6	+2 +4	SWIM	CLIMB						
WIS WISDOM	14	2			TOTAL	DEX MOD	2		BURROW							
CHA CHARISMA	80	5			MISC MOD											
AC ARMOR CLASS	13	-10	+ Armor Bonus	+ Shield Bonus	2	DEX MOD	SIZE MOD	NAT ARMOR	DEFLECT MOD	MISC MOD						
TOUCH ARMOR CLASS	13	FLAT-FOOTED	ARMOR CLASS	10												

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
		= 2	+	+	+	+	+2 vs Enchant
REFLEX (DEXTERITY)		= 2	+	+	+	+	
WILL (WISDOM)		= 5	+	+	+	+	

WEAPON	ATTACK BONUS	SPELL RESISTANCE	
CMB	2 = 3 + -1 +		MODIFIERS
CMD	14 = 3 + -1 + 2 + 10		SIZE MOD

WEAPON	ATTACK BONUS	CRIT
Spell Weaver Blast	DC 15 + Spell lvl	

WEAPON	ATTACK BONUS	CRIT
Spell Weaver Blast (cone)	DC 15 + Spell lvl	

WEAPON	ATTACK BONUS	CRIT
Wand Summon Monster III		

WEAPON	ATTACK BONUS	CRIT
Custom +1 Repetition Crossbow	7	19-20

TYPE RANGE AMMUNITION DAMAGE

P 120' 5/40 1D10+1

## OTHER MOVEMENT: \_\_\_\_\_ PORTRAIT

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
✓ ACROBATICS	15 = DEX 2 + 7 + 3 3			
☐ APPRAISE	= INT	+ +		
✓ BLUFF	13 = CHA 5 + 5 + 3			
☐ CLIMB	= STR	+ +		
☐ CRAFT	= INT	+ +		
☐ CRAFT	= INT	+ +		
☐ DIPLOMACY	= CHA	+ +		
☐ DISABLE DEVICE*	= DEX	+ +		
☐ DISGUISE	= CHA	+ +		
☐ DRIVE*	= DEX	+ +		
☐ ESCAPE ARTIST	= DEX	+ +		
☐ FIRST AID	= WIS	+ +		
☐ FLY	10 = DEX 2 + 5 + 3			
☐ GRANDSTANDING	13 = CHA 5 + 5 + 3			
☐ HANDLE ANIMAL*	= CHA	+ +		
☐ INTIMIDATE	15 = CHA 5 + 7 + 3			
☐ KNOWLEDGE (ATHLETICS)*	= INT	+ +		
☐ KNOWLEDGE (ARCANA)*	7 = INT 2 + 2 + 3			
☐ KNOWLEDGE (RELIGION)*	= INT	+ +		
☐ KNOWLEDGE (XCRAWL)*	7 = INT 2 + 2 + 3			
☐ LINGUISTICS	= INT	+ +		
☐ PERCEPTION	= WIS	+ +		
☐ PERFORM	10 = CHA 5 + 2 + 3			
☐ PERFORM	= CHA	+ +		
☐ PERFORM	= CHA	+ +		
☐ PROFESSION*	8 = WIS 2 + 3 + 3			
☐ PROFESSION*	= WIS	+ +		
☐ RIDE	= DEX	+ +		
☐ SENSE MOTIVE	= WIS	+ +		
☐ SLEIGHT OF HAND*	= DEX	+ +		
☐ SPELLCRAFT*	= INT	+ +		
☐ STEALTH	= DEX	+ +		
☐ SURVIVAL	= WIS	+ +		
☐ SWIM	= STR	+ +		
☐ TACTICS	= INT	+ +		
☐ USE MAGIC DEVICE*	15 = CHA 5 + 7 + 3			
☐ Knowledge Elven Cult	8 = Int 2 + 3 + 3			
☐ Know Home city	8 = Int 2 + 3 + 3			
☐ CLASS SKILL *TRAINED ONLY	= + +			

LANGUAGES: Common, Elven

Fame Temp Perm  
40

$\frac{1}{2}$  EIF Blaster



AC ITEMS	BONUS	TYPE	CHIK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
<b>TOTALS</b>						

**FEATS**

1/2 Elf: Skill Focus (Acrobatics)  
Spell Focus: Conjuration  
Augment Summoning  
Combat Casting  
Improved Init

## Frame Feats

~~No He~~

## Crowd Favorite

Let's give them a hand

## SPECIAL ABILITIES

- Low Light Vision
  - Greater Mystery! - 8 to opponents spellcraft checks to ID blaster's spell
  - Pattern Focus
  - Cantrips
  - Spellweaver Blast (DC 14 + Spell lvl)  
Damage  $2DC_6 \times Spell\ Level$
  - Blast Techniques
    - Cone Technique (-2D6 or -4)
    - Force Technique +1D6
    - Dazzling Technique -1D6

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

**MONEY**

**EXPERIENCE POINTS**

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS
[ ]	[ ]	0	<b>5</b>	-
[ ]	[ ]	1 <sup>ST</sup>	<b>4</b>	<b>2</b>
[ ]	[ ]	2 <sup>ND</sup>	<b>3</b>	<b>1</b>
[ ]	[ ]	3 <sup>RD</sup>	<b>2</b>	<b>1</b>
[ ]	[ ]	4 <sup>TH</sup>	<b>1</b>	<b>1</b>
[ ]	[ ]	5 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	6 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	7 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	8 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	9 <sup>TH</sup>	[ ]	[ ]

**DOMAINS / SPECIALTY SCHOOL**

- Resistance, Acid splash
  - Detect Magic  
Read Magic
  - Scoop
  - 1<sup>ST</sup> ○ Mage Armor, Grease
  - Ray of Enfeeblement, Gravity Bolt
  - Summon Large Person
  - 2<sup>ND</sup> ○ Create Pit, Web
  - Flaming Sphere
  - Arrow Trapdoor
  - 3<sup>RD</sup> ○ Aqueous Orb
  - Spiked Pit
  - 4<sup>TH</sup> ○

# Elf Blaster Spell List

## 0/l

Resistance  
Acid Splash  
Detect Magic  
Read Magic  
Scoop

## 1st l/v

Mage Armor  
Grease  
Ray of Enfeeblement  
Gravity Bow  
Jump  
Enlarge Person

## 2nd l/v

Create Pit  
Web  
Flaming Sphere  
Arrow Eruption

## 3rd l/v

Agreous Orb  
Spiked Pit  
Fly

## 4th l/v

Acid Pit  
Summon Monster IV

# MAXIMUM X CRAWL

CHARACTER NAME	PLAYER NAME						
<u>Blaster</u>	<u>7<sup>th</sup> level</u>						
CLASS LEVELS	ALIGNMENT	DEITY	HOME CITY				
<u>HUMAN</u>							
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES

Actor Portraying							
Ability	Ability Score	Ability Mod	Temp Adj	Temp Mod	HP	Max HP	Damage Reduction
STR Strength	(10)	0			51		
DEX Dexterity	(16)	3					
CON Constitution	(14)	2					
INT Intelligence	(12)	1					
WIS Wisdom	(14)	2					
CHA Charisma	(18)	4					
INITIATIVE MODIFIER					3 = 3 +	TOTAL DEX MOD	MISC MOD
AC Armor Class	(14)	-10 +	ARMOR BONUS	SHIELD BONUS	3 +	SIZE MOD NAT ARMOR	DEFLECT MOD MISC MOD
TOUCH Armor Class	(14)	FLAT-FOOTED ARMOR CLASS	(10)				MODIFIERS
FORTITUDE (Constitution)	(6)	TOTAL BASE SAVE ABILITY MOD MAGIC MOD MISC MOD TEMP MOD OTHER MODIFIERS	2 + 2 + 2 + 2 + 2 + 2 + 2 + 2				
REFLEX (Dexterity)	(7)	1 = 2 + 3 + 2 + 2 + 2 + 2 + 2 + 2					
WILL (Wisdom)	(9)	1 = 5 + 2 + 2 + 2 + 2 + 2 + 2 + 2					

BASE ATTACK BONUS		<u>3</u>	SPELL RESISTANCE		
CMB	<u>3</u>	= <u>3</u> + <u>0</u> + <u></u>			MODIFIERS
TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD		
CMD	<u>16</u>	= <u>3</u> + <u>0</u> + <u>3</u> + <u></u> + <b>10</b>			
TOTAL	BASE ATTACK BONUS	STR MOD	DEX MOD	SIZE MOD	

WEAPON	ATTACK BONUS	CRIT	
TYPE	RANGE	AMMUNITION	DAMAGE
Spellweaver Blast (RAY)	10 Touch	X2	
RAY 95'			2D6 X spell lvl

WEAPON			ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE	
Spellweaver Blast	60'	5' Radius	DC14 + Spell Level 2D6x Spell + 2DC	

WEAPON			ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE	

OTHER MOVEMENT:		PORTRAIT			
SKILLS					
Skill Name		Total Bonus	Ability Mod	Ranks	Misc Mod
<input checked="" type="checkbox"/> ACROBATICS		11	= DEX	3 + 5	+ 3
<input type="checkbox"/> APPRAISE			= INT		+ +
<input checked="" type="checkbox"/> BLUFF		12	= CHA	4 + 5	+ 3
<input type="checkbox"/> CLIMB			= STR		+ +
<input checked="" type="checkbox"/> CRAFT <i>Alchemy</i>		7	= INT	1 + 3	+ 3
<input type="checkbox"/> CRAFT			= INT		+ +
<input type="checkbox"/> CRAFT			= INT		+ +
<input type="checkbox"/> DIPLOMACY			= CHA		+ +
<input type="checkbox"/> DISABLE DEVICE*			= DEX		+ +
<input type="checkbox"/> DISGUISE			= CHA		+ +
<input type="checkbox"/> DRIVE*			= DEX		+ +
<input type="checkbox"/> ESCAPE ARTIST			= DEX		+ +
<input type="checkbox"/> FIRST AID			= WIS		+ +
<input checked="" type="checkbox"/> FLY		8	= DEX	3 + 2	+ 3
<input checked="" type="checkbox"/> GRANDSTANDING		12	= CHA	4 + 5	+ 3
<input type="checkbox"/> HANDLE ANIMAL*			= CHA		+ +
<input checked="" type="checkbox"/> INTIMIDATE		14	= CHA	4 + 7	+ 3
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*			= INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*		7	= INT	1 + 3	+ 3
<input type="checkbox"/> KNOWLEDGE (RELIGION)*			= INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (XCRAWL)*		6	= INT	1 + 2	+ 3
<input type="checkbox"/> LINGUISTICS			= INT		+ +
<input type="checkbox"/> PERCEPTION			= WIS		+ +
<input checked="" type="checkbox"/> PERFORM <i>Suggling</i>		8	= CHA	4 + 1	+ 3
<input type="checkbox"/> PERFORM			= CHA		+ +
<input type="checkbox"/> PERFORM			= CHA		+ +
<input checked="" type="checkbox"/> PROFESSION* <i>Bartender</i>	9		= WIS	2 + 4	+ 3
<input type="checkbox"/> PROFESSION*			= WIS		+ +
<input type="checkbox"/> RIDE			= DEX		+ +
<input type="checkbox"/> SENSE MOTIVE			= WIS		+ +
<input type="checkbox"/> SLEIGHT OF HAND*			= DEX		+ +
<input checked="" type="checkbox"/> SPELLCRAFT*		11	= INT	1 + 7	+ 3
<input type="checkbox"/> STEALTH			= DEX		+ +
<input type="checkbox"/> SURVIVAL			= WIS		+ +
<input type="checkbox"/> SWIM			= STR		+ +
<input type="checkbox"/> TACTICS			= INT		+ +
<input checked="" type="checkbox"/> USE MAGIC DEVICE*		14	= CHA	4 + 7	+ 3
<input type="checkbox"/>			=		+ +
<input type="checkbox"/>			=		+ +
<input type="checkbox"/>			=		+ +
<input checked="" type="checkbox"/> CLASS SKILL *TRAINED ONLY					
LANGUAGES:	<i>English, Latin</i>				

# Human Blaster

~~MAXIMUM  
X CRAWL~~

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
TOTALS						

GEAR	
ITEM	WT.
+2 Headband of Charisma	
+1 Custom ShortSword	
Minor Metamagic Rod	
- Empower	
Wand of Invisibility	
- 50 charges	
Scrolls	
- Stoneskin	
- Slow	
- Haste	
+1 Ring of Protection	
+2 Cloak of Resistance	
Boots of the Cat	
Head Lamp	
Protective Goggles	
Sports Watch	
TOTAL WEIGHT:	

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

MONEY	
CP	
SP	
GP	
PP	

FEATS	
Arcane Crosshairs	+2 hit ray attack (SB)
Weapon Focus (Ray)	
Combat Casting	
Improved Spellweaver Range	
Weapon Finesse	

TALENT FEATS	
- Demanding Coach	
- Signature Spell (SB Ray)	
- Crowd Favorite	

SPECIAL ABILITIES	
- Greater Mystify: -8 to opponents	
spellcraft checks to ID blaster's spell	
- Pattern Focus:	
- Can trips	
- Spellweaver Blast (DC 14 + spell lv) Damage 2D6 x spell level	
- Blaster Techniques	
- Force Technique X2 +2 D6 to Spellweaver Blast	
- Ray Technique - 2 D6 to MAKE RAY ATTACK	

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS
14	○	5		
15	1ST	4	1	
16	2ND	3	1	
17	3RD	2	1	
18	4TH	1	1	
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			
CONDITIONAL MODIFIERS				

## DOMAINS / SPECIALTY SCHOOL

○ Detect Magic, Read Magic, Light, Drench, Marge Hand

1<sup>ST</sup> ○ Detect Enfeeblement, Mage Armor, Feather Fall, Vanish, Grease

2<sup>ND</sup> ○ Create Pit, Cat's Grace, mirror Image, Glitterdust

3<sup>RD</sup> ○ Fireball, Dispel Magic, Haste

4<sup>TH</sup> ○ Confusion, Ice Wall

5<sup>TH</sup> ○

6<sup>TH</sup> ○

7<sup>TH</sup> ○

8<sup>TH</sup> ○

9<sup>TH</sup> ○

EXPERIENCE POINTS	NEXT LEVEL

# Human Blaster Spell List

## Okvl

Detect MAGIC  
Rend MAGIC  
Light  
Drench  
MAGE HAND

## 2nd lv1

Create Pit  
CAT'S GRACE  
Mirror IMAGE  
Glitterdust

## 4th lv1

Confusion  
Ice WALL

## 15+ lv1

RAY of Enfeeblement  
Mage Armor  
Feather FALL  
VANISH  
Grease

## 3rd lv1

Fireball  
Dispel MAGIC  
Haste

# ~~MAXIMUM~~ X C R A W L

20

BASE ATTACK BONUS	<u>5</u>	SPELL RESISTANCE		
CMB	<u>10</u>	= <u>5</u> + <u>5</u> + <u>  </u>	<u>+4</u> when grappling MODIFIERS	
TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	
CMD	<u>23</u>	= <u>5</u> + <u>5</u> + <u>3</u> + <u>  </u> + <u>10</u>		
TOTAL	BASE ATTACK BONUS	STR MOD	DEX MOD	SIZE MOD

WEAPON	ATTACK BONUS	CRIT	
TYPE	RANGE	AMMUNITION	DAMAGE
H Unarmed Strike (magic)	11	X2	
B	-	-	2D6+6

WEAPON		ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE
Throw			14 x2
B			4D6+5

WEAPON	ATTACK BONUS	CRIT	
TYPE	RANGE	AMMUNITION	DAMAGE
Double X Crossbow	8	A-20	
P	120	30	1D10

WEAPON		ATTACK BONUS		CRIT
TYPE	RANGE	AMMUNITION	DAMAGE	
Grapple	—	—	14	X2

Fame: Permanent	Temporary
	24

SKILLS		42	
SKILL NAME	TOTAL BONUS	ABILITY MOD	MISC MOD
ACROBATICS	13	= DEX 3	+ 7 + 3
APPRAISE		= INT	+ _____
BLUFF	11	= CHA 1	+ 7 + 3
CLIMB	12	= STR 5	+ 4 + 3
CRAFT		= INT	+ _____ + _____
CRAFT		= INT	+ _____ + _____
DIPLOMACY		= CHA	+ _____ + _____
DISABLE DEVICE*		= DEX	+ _____ + _____
DISGUISE		= CHA	+ _____ + _____
DRIVE*		= DEX	+ _____ + _____
ESCAPE ARTIST		= DEX	+ _____ + _____
FIRST AID		= WIS	+ _____ + _____
FLY		= DEX	+ _____ + _____
GRANDSTANDING	11	= CHA 1	+ 7 + 3
HANDLE ANIMAL*		= CHA	+ _____
INTIMIDATE	13	= CHA 1	+ 7 + 3
KNOWLEDGE (ATHLETICS)*	6	= INT 2	+ 1 + 3
KNOWLEDGE (ARCANA)*		= INT	+ _____ + _____
KNOWLEDGE (RELIGION)*		= INT	+ _____ + _____
KNOWLEDGE (XCRAWL)*	6	= INT 2	+ 1 + 3
LINGUISTICS		= INT	+ _____ + _____
PERCEPTION		= WIS	+ _____ + _____
PERFORM		= CHA	+ _____ + _____
PERFORM		= CHA	+ _____ + _____
PERFORM		= CHA	+ _____ + _____
PROFESSION*		= WIS	+ _____ + _____
PROFESSION"		= WIS	+ _____ + _____
RIDE		= DEX	+ _____ + _____
SENSE MOTIVE		= WIS	+ _____ + _____
SLEIGHT OF HAND*		= DEX	+ _____ + _____
SPELLCRAFT*		= INT	+ _____ + _____
STEALTH		= DEX	+ _____ + _____
SURVIVAL		= WIS	+ _____ + _____
SWIM	12	= STR 5	+ 4 + 3
TACTICS	12	= INT 2	+ 7 + 3
USE MAGIC DEVICE*		= CHA	+ _____ + _____
I know - American Yzores	7	= INT 1	+ 3 + 3
X know - Zura'Ah'Zura	7	= INT 1	+ 3 + 3

CLASS SKILL: TRAINED ONLY  
LANGUAGES: English, Orc, Goblin

½ ORC Athlete

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+2 Chain Shirt	+4		-1	20%	25	
+2 Buckler	+1		0	5%	5	
<b>TOTALS</b>						



SPELLS				
SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS
[ ]	[ ]	0	[ ]	-
[ ]	[ ]	1 <sup>ST</sup>	[ ]	[ ]
[ ]	[ ]	2 <sup>ND</sup>	[ ]	[ ]
[ ]	[ ]	3 <sup>RD</sup>	[ ]	[ ]
[ ]	[ ]	4 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	5 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	6 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	7 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	8 <sup>TH</sup>	[ ]	[ ]
[ ]	[ ]	9 <sup>TH</sup>	[ ]	[ ]

**FEATS**

Class - Improved Grapple  
Improved Unarmed Strike  
Zone Tactician; tend zone bonus  
to adjacent/Flanking Ally

Fame Feats:  
The profile  
Fearsome Presence  
Battle Cry

## SPECIAL ABILITIES

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

**MONEY**

# MAXIMUM X CRAWL

CHARACTER NAME Athletic 7<sup>th</sup> level  
 CLASS LEVELS Human  
 RACE  SIZE  GENDER  AGE  HEIGHT  WEIGHT   
 ALIGNMENT  DEITY  HOME CITY   
 HAIR  EYES

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR STRENGTH	20	5		
DEX Dexterity	16	3		
CON CONSTITUTION	14	2		
INT INTELLIGENCE	12	1		
WIS WISDOM	12	1		
CHA CHARISMA	12	1		
AC ARMOR CLASS	20	= 10 + 7 + 3	+ DEX MOD	+ SHIELD BONUS
TOUCH ARMOR CLASS	14	FLAT-FOOTED ARMOR CLASS	(17)	MODIFIERS

HP  
HIT POINTS 88  
MAX HP 4 - Special  
DAMAGE REDUCTION

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE  
MODIFIER 7 + 3 + 4  
TOTAL 7 DEX MOD 3 MISC MOD 4

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
REFLEX (DEXTERITY)	8	5	2	1			
WILL (WISDOM)	9	5	3	1			
	4	2	1	1			

CMB	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	-	+ 7 to Grapple	MODIFIERS
CMD	23	= 5 + 5 + 3	+ STR MOD	+ DEX MOD	-	+ 10	+ 4 vs Grapple

WEAPON	ATTACK BONUS	CRIT
Grappler (+2 Grapplers)	+17	X2
TYPE RANGE AMMUNITION DAMAGE		4D6 + 5

WEAPON	ATTACK BONUS	CRIT
tk Custom Aluminum BAT	+12	19-20
TYPE RANGE AMMUNITION DAMAGE		1D6 + 6

WEAPON	ATTACK BONUS	CRIT
TYPE RANGE AMMUNITION DAMAGE		

WEAPON	ATTACK BONUS	CRIT
TYPE RANGE AMMUNITION DAMAGE		

Fame: Permanent | Temporary  
24

\* +4 Acrobatics check  
to tumble through  
threatened square

CLASS SKILL \* TRAINED ONLY  
LANGUAGES: English, Latin

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
Acrobatics	13	= DEX 3	+ 7	+ 3 *
Appraise		= INT		
Bluff	11	= CHA 1	+ 7	+ 3
Climb	13	= STR 5	+ 5	+ 3
Craft		= INT		
Craft		= INT		
Diplomacy		= CHA		
Disable Device*		= DEX		
Disguise		= CHA		
Drive*		= DEX		
Escape Artist		= DEX		
First Aid		= WIS		
Fly		= DEX		
Grandstanding	11	= CHA 1	+ 7	+ 3
Handle Animal*		= CHA		
Intimidate	9	= CHA 1	+ 4	+ 3
Knowledge (Athletics)*	8	= INT 1	+ 4	+ 3
Knowledge (Arcana)*		= INT		
Knowledge (Religion)*		= INT		
Knowledge (Xcrawl)*	6	= INT 1	+ 2	+ 3
Linguistics		= INT		
Perception		= WIS		
Perform		= CHA		
Perform		= CHA		
Perform		= CHA		
Profession* Gym Trainer 7		= WIS 1	+ 3	+ 3
Profession*		= WIS		
Ride		= DEX		
Sense Motive		= WIS		
Sleight of Hand*		= DEX		
Spellcraft*		= INT		
Stealth		= DEX		
Survival		= WIS		
Swim	13	= STR 5	+ 5	+ 3
Tactics	11	= INT 1	+ 7	+ 3
Use Magic Device*		= CHA		
		=		
		=		
		=		
		=		

# Human Athlete

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+2 Breastplate	7		-1	25%	17	MW Titanium
TOTALS						

GEAR	
ITEM	WT.
+2 Custom Alum Bat	
Gauntlets of Skill maneuver	
+2 Grapple	
+2 MW, Titanium Breastplate	
Belt of Tumbling	
X2 Potion Enlarge Person	
X3 Potion Cure Serious	
+1 Cloak of Resistance	
<b>BACK PACK</b>	
-Combat Flashlight	
-Protective Goggles	
-Underwater Goggles	
-50' Rope	
-Grappling Hook	
-Multipurpose Knife	
-Compass	
-Arc Range	
-MW Lighter	
<b>TOTAL WEIGHT</b>	

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

MONEY
CP
SP
GP
PP

FEATS
<b>CLASS - Improved Grapple</b>
<b>Improved Int</b>
<b>Weapon Focus (Grapple)</b>
<b>Zone Brute (+1D6 grapple dam) (when in The Zone)</b>
<b>FAME FEATS</b>
<b>Bring the Noise</b>
<b>Demanding Coach</b>
<b>Grueling Trainer</b>

SPECIAL ABILITIES
<b>Giant Killer: Opponents one size larger lose size bonus to CMB/CMD when you grapple</b>
<b>Feat of Str: 5/day add +6 to Any str check - 1nd duration</b>
<b>Mat Training: no penalty to hit while prone. AC is -1</b>
<b>Tackle: Charge grapple attack; Success leaves both opponents prone.</b>

<b>Tough Wrestler: DR 4 vs. Fall Dam, Bludgeoning Dam, Grapple Dam</b>
<b>Conditioning: 5 rounds/day Ignore Fatigue and stagger</b>

EXPERIENCE POINTS	NEXT LEVEL



SPELLS				
SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS
0				-
1ST				
2ND				
3RD				
4TH				
5TH				
6TH				
7TH				
8TH				
9TH				
CONDITIONAL MODIFIERS				

DOMAINS / SPECIALTY SCHOOL
0
1ST
2ND
3RD
4TH
5TH
6TH
7TH
8TH
9TH

# MAXIMUM X CRAWL

CHARACTER NAME Messenger 7th  
 CLASS LEVELS Human  
 RACE  SIZE  GENDER  AGE  HEIGHT  WEIGHT   
 PLAYER NAME Mercury ALIGNMENT  DEITY  HOME CITY

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD	HP HIT POINTS MAX HP	DAMAGE REDUCTION	SPEED LAND BASE SPEED	40 FT SQ	40 FT SQ		
STR STRENGTH	16	3			63		50 FT				
DEX DEXTERITY	10	0									
CON CONSTITUTION	14	2									
INT INTELLIGENCE	12	1									
WIS WISDOM	18	4									
CHA CHARISMA	14	2									
AC ARMOR CLASS	24	= 10 + 11 + 0 + 0 + 1 + 1 + 1 + 1	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	NAT ARMOR	DEFLECT MOD	MISC MOD		
TOUCH ARMOR CLASS	10	FLAT-FOOTED	26								
FORTITUDE (CONSTITUTION)	7	TOTAL	5	BASE SAVE	2	ABILITY MOD		MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
REFLEX (DEXTERITY)	2	TOTAL	2	BASE ATTACK	0	STR MOD		DEX MOD			
WILL (WISDOM)	9	TOTAL	5	BASE ATTACK	4	STR MOD		DEX MOD			

WEAPON	ATTACK BONUS	CRT	SPELL RESISTANCE
+1 Long Spear (Custom)	10	X3	
TYPE RANGE AMMUNITION DAMAGE	P 10' Reach	1D8+5	
CMB	8 = 5 + 3 + 0 + 0	MODIFIERS	
CMD	18 = 5 + 3 + 0 + 0 + 10	MODIFIERS	

WEAPON	ATTACK BONUS	CRT
+1 Long Spear (Custom)	10	X3
TYPE RANGE AMMUNITION DAMAGE	P 10' Reach	1D8+5

WEAPON	ATTACK BONUS	CRT
C106	8	X2
TYPE RANGE AMMUNITION DAMAGE	B - -	1D6+3

WEAPON	ATTACK BONUS	CRT
Channel Energy	DC 15	
TYPE RANGE AMMUNITION DAMAGE	30' radius	heat 3D6

WEAPON	ATTACK BONUS	CRT
Smite	+2 hit	-
TYPE RANGE AMMUNITION DAMAGE	- - 10rnds	+7 Damage

OTHER MOVEMENT:

PORTRAIT

## SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
<input type="checkbox"/> ACROBATICS		= DEX		+ + +
<input type="checkbox"/> APPRAISE		= INT		+ + +
<input type="checkbox"/> BLUFF		= CHA		+ + +
<input type="checkbox"/> CLIMB		= STR		+ + +
<input type="checkbox"/> CRAFT		= INT		+ + +
<input type="checkbox"/> CRAFT		= INT		+ + +
<input checked="" type="checkbox"/> DIPLOMACY	8	= CHA	2 + 3 + 3	
<input type="checkbox"/> DISABLE DEVICE*		= DEX		+ +
<input type="checkbox"/> DISGUISE		= CHA		+ +
<input type="checkbox"/> DRIVE*		= DEX		+ +
<input type="checkbox"/> ESCAPE ARTIST		= DEX		+ +
<input checked="" type="checkbox"/> FIRST AID	14	= WIS	4 + 7 + 3	
<input type="checkbox"/> FLY		= DEX		+ +
<input checked="" type="checkbox"/> GRANDSTANDING	8	= CHA	2 + 3 + 3	
<input type="checkbox"/> HANDLE ANIMAL*		= CHA		+ +
<input type="checkbox"/> INTIMIDATE		= CHA		+ +
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*		= INT		+ +
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		= INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	10	= INT	1 + 3 + 3	3
<input checked="" type="checkbox"/> KNOWLEDGE (Xcrawl)*	7	= INT	1 + 3 + 3	3
<input type="checkbox"/> LINGUISTICS		= INT		+ +
<input type="checkbox"/> PERCEPTION		= WIS		+ +
<input checked="" type="checkbox"/> PERFORM	6	= CHA	2 + 1 + 3	
<input type="checkbox"/> PERFORM		= CHA		+ +
<input checked="" type="checkbox"/> PROFESSION* Past Man	11	= CHA	4 + 1 + 3	3
<input type="checkbox"/> PROFESSION*		= WIS		+ +
<input type="checkbox"/> RIDE		= DEX		+ +
<input checked="" type="checkbox"/> SENSE MOTIVE	14	= WIS	4 + 7 + 3	
<input type="checkbox"/> SLEIGHT OF HAND*		= DEX		+ +
<input type="checkbox"/> SPELLCRAFT*		= DEX		+ +
<input type="checkbox"/> STEALTH		= WIS		+ +
<input type="checkbox"/> SURVIVAL		= STR		+ +
<input type="checkbox"/> SWIM		= INT		+ +
<input type="checkbox"/> TACTICS		= CHA		+ +
<input type="checkbox"/> USE MAGIC DEVICE*		= CHA		+ +
<input type="checkbox"/>		=	+ + +	
<input type="checkbox"/>		=	+ + +	
<input type="checkbox"/>		=	+ + +	

\*CLASS SKILL \*TRAINED ONLY

LANGUAGES: English, Latin

FAm Temp Perm  
28

Holy Acts 9/Clay

+5  
Jum

AC/ITEM	BONUS	TYPE	CHG/PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+2 Full Plate II			-5			
TOTALS						



SPELLS				
SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS
14	0	6	—	
15	1ST	5	1	
16	2ND	4	1	
17	3RD	3	1	
18	4TH	2	1	
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			
CONDITIONAL MODIFIERS				

GEAR	
ITEM	WT.
+2 Headband of WIS	
+2 Full Plate	
WAND - 50 charges	
Cure Light +	
+1 Amulet of Natural Armor	
Boots of Springing and Striding	
+1 Long Spear	
Potions	
- Haste	
- Shield	
- Lesser Restoration	
TOTAL WEIGHT:	

FEATS	
Extra Holy Acts	
Two Fisted Healing	
Selective Channeling	
Scribe Scroll	
Improved Int	

FAIRY FEATS	
Crowd Favorite	
Rally	
Divine Presence	

SPECIAL ABILITIES	
Spontaneous Casting (Good)	
Tasked Prison	
Holy Blood	

Domains (Healing, Travel)	
(H)- Rebuke Death: 7/day	
- heal Ally's @ 0 hp for 1D4+3	

(H)- Healer's Blessing:	
- Empowered Healing (+50%)	

(D)- Agile Feet: 7/day	
- Ignore difficult terrain for one round - Free Action	

Holy Act (9/day)	
- Channel Energy (3D6)	

- Safeguard Ally: give +3 AC to Ally for 7 rounds	
- Smite! +2 hit / +7 damage for 10 rounds	

- Summon Wieldon! Summon MW Club for 24 hours	

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

MONEY	
CP	
SP	
GP	
PP	

EXPERIENCE POINTS	NEXT LEVEL

# Human Messenger Spell List

\* Domain Spells

## 0 lv1

Light  
Rend Magic  
Guidance  
Create Water  
Resistance  
Detect Poison

## 1st lv1

\* long Strider  
Bless x2  
Deathwatch  
Divine Favor  
Shield of Faith

## 2nd lv1

\* Cure Moderate Wounds  
Aid  
Consecrate  
Hold Person  
Remove Paralysis

## 3rd lv1

\* Fly  
Dispel Magic  
Prayer  
Protection from Energy

## 4th lv1

\* Dimension Door  
Restoration  
Neutralize Poison

# MAXIMUM X CRAWL

CHARACTER NAME: Messenger 7<sup>th</sup> PLAYER NAME: Brofah  
 CLASS LEVELS: Half-Orc ALIGNMENT: DEITY: HOME CITY:  
 RACE: SIZE: GENDER: AGE: HEIGHT: WEIGHT: HAIR: EYES:

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR Strength	16	3		
DEX Dexterity	10	0		
CON Constitution	14	2		
INT Intelligence	12			
WIS Wisdom	18	4		
CHA Charisma	14	2		

HP	67	
HIT POINTS	MAX HP	DAMAGE REDUCTION
WOUNDS/CURRENT HP		
NONLETHAL DAMAGE		
INITIATIVE MODIFIER		
TOTAL	0	MISC MOD
DEX MOD		
MISC MOD		
ARMOR CLASS	-10 + 11	SHIELD BONUS
DEX MOD		
SIZE MOD		NAT ARMOR
DEFLECT MOD		
MISC MOD		
TOUCH	FLAT-FOOTED	ARMOR CLASS
		MODIFIERS

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
	7	5	2	1			
REFLEX (DEXTERITY)	3	2	0	1			
WILL (WISDOM)	10	5	4	1			

CMB	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MODIFIERS
	8	= 5 + 3			
CMD	18	= 5 + 3	0		+10

WEAPON	ATTACK BONUS	CRIT
+2 Branded Sword (Custom)	11	Pr-20
TYPE: RANGE: AMMUNITION: DAMAGE:	5	1D10+6

WEAPON	ATTACK BONUS	CRIT
Wand of Bull Str	—	—
TYPE: RANGE: AMMUNITION: DAMAGE:	—	50 +4 Str

WEAPON	ATTACK BONUS	CRIT
Channel Energy	DC 15	
TYPE: RANGE: AMMUNITION: DAMAGE:	— 30' rad	3D6 heat

WEAPON	ATTACK BONUS	CRIT
Smite	+2 hit	—
TYPE: RANGE: AMMUNITION: DAMAGE:	— —	+7 damage

Tame Temp 28 Perm

SKILLS	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
<input type="checkbox"/> ACROBATICS	= DEX			
<input type="checkbox"/> APPRAISE	= INT			
<input checked="" type="checkbox"/> BLUFF	= CHA			
<input type="checkbox"/> CLIMB	= STR			
<input type="checkbox"/> CRAFT	= INT			
<input type="checkbox"/> CRAFT	= INT			
<input type="checkbox"/> DIPLOMACY	= CHA			
<input type="checkbox"/> DISABLE DEVICE*	= DEX			
<input checked="" type="checkbox"/> DISGUISE	= CHA			
<input type="checkbox"/> DRIVE*	= DEX			
<input type="checkbox"/> ESCAPE ARTIST	= DEX			
<input checked="" type="checkbox"/> FIRST AID	14 = WIS	4	7	3
<input type="checkbox"/> FLY	= DEX			
<input checked="" type="checkbox"/> GRANDSTANDING	11 = CHA	2	7	3
<input type="checkbox"/> HANDLE ANIMAL*	= CHA			
<input type="checkbox"/> INTIMIDATE	= INT			
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*	= INT			
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	= INT			
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	6 = INT	2	1	3
<input checked="" type="checkbox"/> KNOWLEDGE (XCRAWL)*	6 = INT	2	1	3
<input type="checkbox"/> LINGUISTICS	= INT			
<input type="checkbox"/> PERCEPTION	= WIS			
<input checked="" type="checkbox"/> PERFORM	= CHA			
<input type="checkbox"/> PERFORM	= CHA			
<input type="checkbox"/> PERFORM	= CHA			
<input checked="" type="checkbox"/> PROFESSION*	= WIS			
<input type="checkbox"/> PROFESSION*	= WIS			
<input type="checkbox"/> RIDE	= DEX			
<input checked="" type="checkbox"/> SENSE MOTIVE	8 = WIS	4	1	3
<input type="checkbox"/> SLEIGHT OF HAND*	= DEX			
<input checked="" type="checkbox"/> SPELLCRAFT*	5 = INT	1	2	3
<input checked="" type="checkbox"/> STEALTH	= DEX			
<input type="checkbox"/> SURVIVAL	= WIS			
<input type="checkbox"/> SWIM	= STR			
<input checked="" type="checkbox"/> TACTICS	14 = INT	1	7	3
<input type="checkbox"/> USE MAGIC DEVICE*	= CHA			
<input checked="" type="checkbox"/> Know: Amer Kobolds 8	= 1	1	3	3
<input checked="" type="checkbox"/> Know: Zura'Ahzaa 8	= 1	1	3	3
<input type="checkbox"/>	=			
<input checked="" type="checkbox"/> CLASS SKILL *TRAINED ONLY				
LANGUAGES:				

28

2

3

# Half Orc Messenger



AC/ITEMS	BONUS	TYPE	CHG/PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
TOTALS						

SPELLS			
SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY
14	6	—	—
15	5	1	1
16	4	1	1
17	3	1	1
18	2	1	1
		5TH	
		6TH	
		7TH	
		8TH	
		9TH	
CONDITIONAL MODIFIERS			

GEAR	
ITEM	WT.
+2 Headband of Wis	
+2 Full Plate	
+2 Brinstar Sword	
M Cloak of Rust	
Wand of Bull Str	
- 5 charges	
SCROLLS	
- Lesser Restoration	
- Remove Paralysis	
- Hold Person	
- Neutralize Poison	
POTIONS	
- Lingua Person	
- Haste	
-	
TOTAL WEIGHT	

FEATS	
Extra Holy Act	
Blessing of Olympus (Invisibility)	
Furious Focus	
Power Attack	

FAIR FEATS	
Exalted Warrior	
Demanding Coach	
Grueling Trainer	

SPECIAL ABILITIES	
Spontaneous Casting	Good
Tasked, Olson, Holy Blood	
Domains: Strategy, Trickery	
7/day On My Signal: At the beginning	
of a combat round you and	
16 Allies Act @ highest group In	
- Scramble Forces: Rearrange up to	
10 Allies on the battlefield. (4/EA)	
- Copycat: 7/day	
Create Illusory Double of self	
per Mirror Image (1 image only)	
Holy Act (9/day)	
- Channel Energy (3DG)	
- Safeguard Ally: give +3 AC	
to Ally for 7 rounds	
- Smite: 2+ hit / +7 damage	
for 10 rounds	
- Summon Weapon: Summon	
MW for 24 hours	

EXPERIENCE POINTS	NEXT LEVEL

Orc Traits  
Darkvision 60'  
Intimidating  
Orc Blood

Orc Ferocity  
- Fight one more round  
below OHP

# HalfOrc Messenger

## Spell List

\* Domain

### 0 lv

Resistance  
Read Magic  
Guidance  
Detect Poison  
Detect Magic  
Stabilize

### 1st lv

### 1st lv

\* Grease  
Bless X2  
Doom  
Entropic Shield  
Shield of Faith

### 2nd lv

\* Invisibility  
Align Weapon  
Hold Person  
Shield Other  
Aid

### 3rd lv

### 3rd lv

\* Haste  
Prayer  
Dispel Magic  
Bestow Curse

### 4th lv

\* Confusion

X2 Blessing of Fervor

# MAXIMUM X CRAWL

CHARACTER NAME Specialist 7th      PLAYER NAME \_\_\_\_\_  
 CLASS LEVELS HUMAN      ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_  
 RACE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_  
 HAIR \_\_\_\_\_ EYES \_\_\_\_\_

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME.

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR STRENGTH	10	0		
DEX DEXTERITY	18	4		
CON CONSTITUTION	16	3		
INT INTELLIGENCE	14	2		
WIS WISDOM	14	2		
CHA CHARISMA	12	1		
AC ARMOR CLASS	22	= 10 + 6 + 4 + 1 + 1 + 1	ARMOR BONUS SHIELD BONUS	DEX MOD SIZE MOD NAT ARMOR DEFLECT MOD MISC MOD

HP  
HIT POINTS 72 MAX HP \_\_\_\_\_ DAMAGE REDUCTION \_\_\_\_\_

WOUNDS/CURRENT HP \_\_\_\_\_

NONLETHAL DAMAGE \_\_\_\_\_

INITIATIVE  
MODIFIER 8 = 4 + 4  
TOTAL DEX MOD MISC MOD

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
REFLEX (DEXTERITY)	11	5	4	3			
WILL (WISDOM)	8	2	2	2	2		

WEAPON	ATTACK BONUS	SPELL RESISTANCE	CRIT
CMB	7 = 5 + 2	MODIFIERS	
CMD	21 = 5 + 2 + 4	STR. MOD DEX MOD SIZE MOD	+ 10

WEAPON	ATTACK BONUS	CRIT
+1 Short Sword (Custom)	12	19-20

WEAPON	ATTACK BONUS	CRIT
+1 Short Sword (Custom)	10 / 10	19-20

WEAPON	ATTACK BONUS	CRIT

WEAPON	ATTACK BONUS	CRIT

## OTHER MOVEMENT:

FT FLY MANEUVERABILITY SWIM CLIMB BURROW

PORTRAIT

## SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS	14	DEX	4 + 7 + 3	
<input type="checkbox"/> APPRAISE		INT	+ +	
<input checked="" type="checkbox"/> BLUFF	11	CHA	1 + 7 + 3	
<input checked="" type="checkbox"/> CLIMB	10	STR	0 + 7 + 3	
<input checked="" type="checkbox"/> CRAFT		INT	1 + +	
<input type="checkbox"/> CRAFT		INT	+ +	
<input type="checkbox"/> CRAFT		INT	+ +	
<input type="checkbox"/> DIPLOMACY		CHA	+ +	
<input checked="" type="checkbox"/> DISABLE DEVICE*	17	DEX	4 + 7 + 3	3
<input checked="" type="checkbox"/> DISGUISE		CHA	1 + +	
<input type="checkbox"/> DRIVE*		DEX	+ +	
<input checked="" type="checkbox"/> ESCAPE ARTIST	14	DEX	4 + 7 + 3	
<input checked="" type="checkbox"/> FIRST AID		WIS	+ +	
<input type="checkbox"/> FLY		DEX	+ +	
<input checked="" type="checkbox"/> GRANDSTANDING	11	CHA	1 + 7 + 3	
<input type="checkbox"/> HANDLE ANIMAL*		CHA	+ +	
<input type="checkbox"/> INTIMIDATE		CHA	+ +	
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*		INT	+ +	
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		INT	+ +	
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		INT	+ +	
<input checked="" type="checkbox"/> KNOWLEDGE (XCRAWL)*	11	INT	2 + 6 + 3	
<input type="checkbox"/> LINGUISTICS		INT	+ +	
<input checked="" type="checkbox"/> PERCEPTION	12	WIS	2 + 7 + 3	
<input checked="" type="checkbox"/> PERFORM		CHA	1 + +	
<input type="checkbox"/> PERFORM		CHA	+ +	
<input type="checkbox"/> PERFORM		CHA	+ +	
<input type="checkbox"/> PROFESSION*		WIS	+ +	
<input type="checkbox"/> PROFESSION*		WIS	+ +	
<input type="checkbox"/> PROFESSION*		WIS	+ +	
<input type="checkbox"/> RIDE		DEX	+ +	
<input type="checkbox"/> SENSE MOTIVE		WIS	2 + 7 + 3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND*	12	DEX	9 + 5 + 3	
<input type="checkbox"/> SPELLCRAFT*		INT	+ +	
<input checked="" type="checkbox"/> STEALTH	14	DEX	7 + 7 + 3	
<input type="checkbox"/> SURVIVAL		WIS	+ +	
<input checked="" type="checkbox"/> SWIM	6	STR	0 + 3 + 3	
<input checked="" type="checkbox"/> TACTICS		INT	+ +	
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	11	CHA	1 + 7 + 3	
<input type="checkbox"/>			+ +	
<input type="checkbox"/>			+ +	
<input type="checkbox"/>			+ +	
<input checked="" type="checkbox"/> CLASS SKILL *TRAINED ONLY				

LANGUAGES: \_\_\_\_\_

Fame

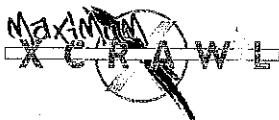
Temp  
24

Perm

+3  
Locate  
Traps

## Human Specialist

AC-ITEMS	BOND	TYPE	CHK-PENALTY	SREL-FAIL	WEIGHT	PROPERTIES
+2 Chthn Shirt	60					
TOTALS						



## SPELLS

FEATS  
Weapon Finesse  
Two Weapon Fighting  
Weapon Focus Short Sword  
Dodge  
Improved Int  
Iron Will

Fame Feats  
Start Thunder  
Slick  
The profile

#### SPECIAL ABILITIES

## Soekk Attack 4 DC

## Trapfinding

## Evasion

## Uncanny Pages

## Special Abilities

## Gross Discipline

- Finesse Kugel (Wappen Finesse)
- EAST Movem't

### Silence Disciples

## Science Discipline

THE JOURNAL OF CLIMATE, VOL. 19, 2006

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LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

# MAXIMUM X CRAWL

CHARACTER NAME				PLAYER NAME			
CLASS LEVELS				ALIGNMENT			
DWARF				DEITY			
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD	HP	MAX HP	DAMAGE REDUCTION
STR	20	5			72		
DEX	14	2					
CON	16	3					
INT	11	0					
WIS	14	2					
CHA	7	-2					

WOUNDS/CURRENT HP	SPEED	20	FT	20	FT	SO
			BASE SPEED			WITH ARMOR
	FT			CLIMB	BURROW	

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

OTHER MOVEMENT:	PORTRAIT
-----------------	----------

ACRO	21	= 10 + 10 + 2 + 1 + 1	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	NAT ARMOR	REFLECT MOD	MISC MOD	TOTAL	DEX MOD	MISC MOD	INITIATIVE	= 2 +
TOUGH	14	FLATFOOTED	11	+4 vs Giants										
FORTITUDE	6													
REFLEX	8													
WILL	5													

BASE ATTACK BONUS	5	SPELL RESISTANCE	
CMB			MODIFIERS
	= 5 + 4 +	SIZE MOD	

CMB			MODIFIERS
	= 5 + 4 + 2 +	STR MOD	SIZE MOD

+10 +4 vs Bull rush Trip

WEAPON	ATTACK BONUS	CRIT
+1 Dwarven Longhammer	12	X3

TYPE	RANGE	AMMUNITION	DAMAGE
B	Reach	2D6+8	

WEAPON	ATTACK BONUS	CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON	ATTACK BONUS	CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON	ATTACK BONUS	CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

SKILLS	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
✓ ACROBATICS	12	= DEX	2 + 7 + 3	2
□ APPRAISE		= INT		
✓ BLUFF	6	= CHA	-2 + 5 + 3	
✓ CLIMB	10	= STR	5 + 2 + 3	
✓ CRAFT		= INT		
□ CRAFT		= INT		
□ DIPLOMACY		= CHA		
✓ DISABLE DEVICE*		= DEX	2 + 7 + 3	
✓ DISGUISE		= CHA	-2 + 7 + 3	
□ DRIVE*		= DEX		
✓ ESCAPE ARTIST		= DEX	2 + 7 + 3	
✓ FIRST AID		= WIS	2 + 7 + 3	
□ FLY		= DEX		
✓ GRANDSTANDING		= CHA		
□ HANDLE ANIMAL*		= CHA		
□ INTIMIDATE		= INT		
□ KNOWLEDGE (ATHLETICS)*		= INT		
□ KNOWLEDGE (ARCANA)*		= INT		
□ KNOWLEDGE (RELIGION)*		= INT		
□ KNOWLEDGE (XCRAWL)*		= INT		
□ LINGUISTICS		= INT		
✓ PERCEPTION		= INT		
✓ PERFORM		= INT		
□ PERFORM		= INT		
✓ PROFESSION*		= INT		
□ PROFESSION*		= INT		
□ RIDE		= DEX		
✓ SENSE MOTIVE		= WIS	2 + 5 + 3	
✓ SLEIGHT OF HAND*		= DEX	2 + 5 + 3	
□ SPELLCRAFT*		= INT		
✓ STEALTH		= DEX	2 + 7 + 3	
□ SURVIVAL		= WIS		
✓ SWIM		= STR	5 + 2 + 3	
✓ TACTICS		= INT	0 + 7 + 3	
□ USE MAGIC DEVICE*		= CHA	-2 + 7 + 3	
✓ Know: Dwarf cult	7	= INT	0 + 1 + 3	
□		=		
□ CLASS SKILL *TRAINED ONLY		=		
LANGUAGES: English, Dwarven				

+1  
to hit  
Orcs  
+ Goblins

Per 3 to notice traps

to detect traps

Per 3 to notice stone work

Fame Temp 14 Perm

# Dwarf Specialist

~~MAXIMUM  
X CRAWL~~

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+2 Chain Shirt	6		-1			
<b>TOTALS</b>						

4

## FEATS

Weapon Focus Dwarven Longhammer  
Power Attack  
Combat Reflexes  
Cleave  
Dodge

## FAMC FEATS

Primitive  
Regular Guy  
Reverence

## SPECIAL ABILITIES

Sneak Attack 4DG

## Trapinding

## Evasion

## Uncanny Dodge

## SPECIAL FEATURES

## - Improved

## - Cross Discipline

## -Combat Trick

- TRAP sense  
+? Reflex / +?

~~12 REVIEW / 12 AC~~  
~~KS TEARS~~

Darkvision 60'

## Defensive Training

~~Alfred~~  
S. b. 1

Solidity  
Stone (1mm)

## Speaking

**MONEY**

EXPERIENCE POINTS      NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	O	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	1 <sup>ST</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2 <sup>ND</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3 <sup>RD</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9 <sup>TH</sup>	<input type="text"/>	<input type="text"/>