

**Bobby Gill**  
 Character Name  
**Warrior**  
 Primary  
 Level 1  
 Epic  
 HD type d8  
 Secondary  
 Level 0  
 Epic  
 HD type  
 Tertiary  
 Level 0  
 Epic  
 HD type

**LEVEL 1**  
 Total  
 d8  
 HD type  
 Epic  
 HD type  
 Epic  
 HD type

**Human**  
 Humanoid (Human)  
**HD 1**  
 Hit Dice Total Adj. HD type  
 ECL Adj.  
**Medium**  
 Size  
 Alignment  
**5 ft./5 ft.**  
 Face / Reach  
 Deity



The Only Sheet v7.41 REGISTERED to Gregory Estvander  
 6'2" Height  
 179 lb. Weight  
 17 Age  
 Male Gender  
 Eyes / Hair / Skin  
**XP Total 467**  
 Next level: 1,000 xp

	Ability	Modif	Rolled	Adj.
<b>STR</b> Strength	14	+2	16	-2
<b>DEX</b> Dexterity	17	+3	17	
<b>CON</b> Constitution	15	+2	15	
<b>INT</b> Intelligence	11		13	-2
<b>WIS</b> Wisdom	11		14	-3
<b>CHA</b> Charisma	14	+2	15	-1

**HP** Hit Points **10**  
 Total  
 1 1 1 1 1  
 1 1 1 1 1  
 Adj.

**AC** Armor Class **13** = 10 + [Armor] + [Shield] + **3** + [Dexterity] + [Size] + [Dodge] + [Natural] + [Deflection] + [Other] + [Adj.]  
 Spell Resistance Adj.

**TOUCH** Armor Class **13** Adj.  
**GRAPPLE** Modifier **+3** = [Base] + [Strength] + [Size] + [Feat] + [Adj.]  
 Damage Reduction

**Flat-Footed** Armor Class **10** Adj.  
**INITIATIVE** Modifier **+3** = [Dexterity] + [Class] + [Feat] + [Other] + [Adj.]  
**POWER** Points

**SPD** Speed **30'** = [Base] + [Gear] + [Other] + [Adj.]  
**SPD** Other **0'** Adj.  
**LEADERSHIP** Score  
 Base Adj.  
**Armor Check**  
 Armor Check Penalty

**FORTITUDE** Constitution **+4** = [Base] + [Ability] + [Class] + [Feat] + [Items] + [Epic] + [Other] + [Adj.]  
**REFLEX** Dexterity **+3**  
**WILL** Wisdom

**Base Attack Bonus** **+1**  
 Base 2nd 3rd 4th Adj.

**MELEE** Attack Bonus **+3** = [Base] + [Ability] + [Size] + [Epic] + [Adj.]  
**RANGED** Attack Bonus **+4**

FULL ATTACK One-Handed		Longsword		Total Attack / Damage		Critical
Range:	Slashing	Attack Adj:	-1	+2	19-20	x2
		Damage Adj:		1d8+2		
Desc: Classic. Straight blade is the weapon of knighthood and valor, favored by many Paladins						
Notes: +1 masterwork sword given to him by Grandpa Tarik (modifier added above)/-2 not fully trnd						

FULL ATTACK One-Handed		Dagger		Total Attack / Damage		Critical
Range:	Piercing & Slashing	Attack Adj:	-4	-1	19-20	x2
		Damage Adj:		1d4+2		
Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you						
Notes: -4 not trained						

FULL ATTACK Ranged		Dagger		Ranged Attack / Damage		Critical
Range:	Piercing & Slashing	Attack Adj:	-6	-2	19-20	x2
		Damage Adj:		1d4+2		
Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you						
Notes: -4 not trained, -2 not a throwing knife						

FULL ATTACK Ranged		Shortbow		Ranged Attack / Damage		Critical
Range:	Piercing	Attack Adj:	-2	+2	20	x3
		Damage Adj:		1d6		
Desc: Two-hand ranged weapon usable while mounted. Cannot benefit from high strength						
Notes: Not fully trained yet (-2). Made by Bobby during first year Paladin training.						

FULL ATTACK One-Handed		Greatsword		Total Attack / Damage		Critical
Range:	Slashing	Attack Adj:	-2	+1	19-20	x2
		Damage Adj:		2d6+2		
Desc: Recognize as one of the best melee weapons available. Reliable and powerful						
Notes: Not fully trained yet (-2). Found in Lord Tulwars tomb in Skulltop Hillcock.						

FULL ATTACK One-Handed		None		Total Attack / Damage		Critical
Range:		Attack Adj:				
		Damage Adj:				
Notes:						

**ACTION** Points Available

SKILLS	Total	Key Ability	Modifier	Ranks	Race	Feat	Armor	Synergy	Misc
Appraise	0	INT	0						
Balance	3	DEX	3						
Bluff	2	CHA	2						
Climb	6	STR	2	4					
Concentration	2	CON	2						
Decipher Script	-	INT	0						
Diplomacy	2	CHA	2						
Disable Device	-	INT	0						
Disguise	2	CHA	2						
Escape Artist	3	DEX	3						
Forgery	0	INT	0						
Gather Information	2	CHA	2						
Handle Animal	4	CHA	2	2					
Heal	0	WIS	0						
Hide	3	DEX	3						
Intimidate	2	CHA	2						
Jump	2	STR	2						
Listen	0	WIS	0						
Move Silently	3	DEX	3						
Open Lock	-	DEX	3						
Ride	4	DEX	3	1					
Search	0	INT	0						
Sense Motive	0	WIS	0						
Sleight of Hand	-	DEX	3						
Speak Language	2	INT	1	1	-	-			
Spellcraft	-	INT	0						
Spot	0	WIS	0						
Survival	0	WIS	0						
Swim	3	STR	2	1					
Tumble	4	DEX	3	1					
Use Magic Device	-	CHA	2						
Use Rope	4	DEX	3	1					

**Character Specific Skills**  
**Craft - Woodcarver** 0 INT 0  
**Knowledge - Local** 0 INT 0 1  
**Profession - Farmer** 1 WIS 0 1  
**Craft - Bowmaking** 0 INT 0 1

ARMOR		None		Magic:	Armor Check Adj.:	Weight
Speed Adj:	Max Dex:	Bonus:	Armor Check Penalty:	Spell Fail:		
Desc.:						
Notes:						

SHIELD		None		Magic:	Skill Check Adj.:	Weight
Maximum Dexterity:	Bonus:	Skill Check Penalty:	Spell Fail:			
Desc.:						
Notes:						

PROTECTIVE ITEMS	AC	AC Bonus Type	Fort	Ref	Will	Save Bonus Type	Weight

GEAR	#	lb.	GEAR	#	lb.	GEAR	#	lb.
Longsword	4		Waterskin	4				
Dagger	1		Sack	1				
Shortbow	2							
Greatsword	8							
			Arrows (20)	3				
Traveler's outfit	5		Bullseye Lantern	0				
Leather Gloves								
Cowboy type hat								
27.84 lb.		Light				142 GP		
Total Weight		Load Class	Max Dex	Chk Penalty	Speed Adj	Total Value		

<b>FEATS</b>	2	=	2	+	0	+		List: All Feats	√
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<b>NOTES</b>						

<b>Lang: 2</b>	Common

ENCUMBRANCE LIMITS					
58.3	116.7	175	350	875	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

<b>MONEY</b>	Platinum:	0 PP
	Gold:	6 GP
	Silver:	1 SP
	Copper:	0 CP

SPELLS		Arcane Spell Failure: 0%		Adj.:		
Class:						
Level:						
Bonus	Spells/day:	Spells/day:		Spells/day:		
Levels	Spells known:	Spells known:		Spells known:		
Spell Level	Spells /day	Save DC	Spells Known	Spells /day	Save DC	Spells Known
0						
1						
2						
3						
4						
5						
6						
7						
8						
9						

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**FEATURES** Bobby Gill

Racial Traits: Human  
 One Extra Feat at First Level  
 +4 skill points at 1st level & +1 at each new level  
 Class Features: Warrior 1st  
 CHARACTER STATUS  
 Ability score not yet increased due to level advancement

# MOUNT

Horse, Light

Race

Large

Size

10 ft./5 ft.

Space/Reach

Animal

Type

Sub-Type

Abilities Score

**STR** 14  
Strength

**DEX** 13  
Dexterity

**CON** 15  
Constitution

**INT** 2  
Intelligence

**WIS** 16  
Wisdom

**CHA** 6  
Charisma

Modif. Adj.

+2

+1

+2

-4

+3

+4

-2

Starhunter

Mount's Name

**SPD** 40'  
Speed

Land Fly Burrow Climb Swim Adj.

**HP** 19  
Hit Points

Adj.

①①①①①①①①①  
⑤◆①①①①①

**AC** 13  
Armor Class

= 10 + [ ] + 3 + [ ] + 1 + -1 + [ ]

Armor Natural Bonus Dex Size Adj.

**TOUCH** 10  
Armor Class

**FLAT-FOOTED** 12  
Armor Class

**GRAPPLE** +8  
Modifier

**INITIATIVE** +1  
Modifier

**FORT** +5  
(Constitution)

= 3 + +2 + [ ] + [ ]

Base Ability Feat Adj.

**REFLEX** +4  
(Dexterity)

= 3 + +1 + [ ] + [ ]

**WILL** +4  
(Wisdom)

= 1 + +3 + [ ] + [ ]

**Encumbrance Limits**

175.0	350.0	525.0	1,050	2,625
Light Load	Medium Load	Heavy	Lift Off Ground	Push or Drag

**SPECIAL ATTACKS**

**SPECIAL QUALITIES** Low-light vision, Scent

**Feats**

Endurance

Run

**Master Level** [ ] = [ ] [ ]

Base Adj.

**HD** +3  
Hit Dice

= 3 [ ] [ ]

Base Bonus Adj.

**SR** [ ] [ ]  
Spell Resistance

Skills	Adj.
Balance	
Climb	
Escape Artist	
Hide	
Jump	
Listen	+4
Move Silently	
Spot	+4
Survival	
Swim	

**MELEE** +3  
Attack Bonus

= +2 + +2 + -1 + [ ]

Base Ability Size Adj.

SECONDARY	Attack	Damage	Total Attack / Damage	Critical
Hooves			-2/-2 1d4+1	20 x2

ATTACK	Attack	Damage	Total Attack / Damage	Critical

ATTACK	Attack	Damage	Total Attack / Damage	Critical

ATTACK	Attack	Damage	Total Attack / Damage	Critical

**Features**

**Tricks**

**Notes**

Born: 579.3.3

Creamy brown color, seemingly thoughtful and likes to look at the sky.

BARDING	None	Armor Class:
Category:	Value:	GP
Armor Check Penalty:	Max. Dexterity:	Weight: lb.

GEAR	qty	lb.	List:	Equipment
Saddlebags	8		Bit and Bridle	1
Feed	10		Riding Saddle	25
Bedroll	5		Below is also in saddle bags	
Leather Pants	2		Loaf of bread	1
Cotton/linen Shirt	1		Pork, salted	2 2
Backpack	2			
Mess Kit	1			
Whetstone	1			
Flint and Steel				
Candle	10	1		
Soap	0.5	1		
Comfits		0.17		
Raisens		0.25		
Carrots		0.33		
<b>Bobby Gill</b>	<b>202</b>		<b>261.6 lb.</b>	<b>Medium</b>
Rider	Weight	Total Weight	Load Class	

<b>Total Experience:</b>	<b>HP:</b>
<b>467</b>	<b>8</b>

**Bobby Gill - Human, Warrior 1st**

<b>Game Id.</b>	<b>XP Gained</b>	<b>HP (dice only)</b>	<b>Game Notes</b>
Legends	150		capturing Gurt the hobgoblin
Legends	25		getting Gurt to reveal information
Legends	5		Treasure XP: Onyx,
Legends	190		Dire Skunk (dealed 14 HP to it). Lesson Learned: Be wary of the musk spray of the skunk.
Legends	35		Using the back entrance to Skulltop Hillock
Legends	62		Scoring killing hit to Beetle with first shot ever of self-made shortow. (dealed 14 HP)