

Brandon Zink
 Character Name
Commoner 1
 Primary Level Epic
 Secondary Level Epic
 Tertiary Level Epic

LEVEL 1
 Total
 d4
 HD type
 HD type
 HD type

Human
 Humanoid (Human)
HD 1 1
 Hit Dice Total Adj. HD type ECL Adj.
Medium
 Size
5 ft./5 ft.
 Face / Reach
Lawful Neutral
 Alignment
Male
 Gender



The Only Sheet v7.41 REGISTERED to Gregory Estvander

5' Height
112 lb. Weight
17 Age
Male Gender
 Eyes / Hair / Skin

XP
 Total 0
 Next level: 1,000 xp

	Ability	Modif	Rolled	Adj.
STR Strength	7	-2	8	-1
DEX Dexterity	14	+2	14	
CON Constitution	20	+5	20	
INT Intelligence	8	-1	9	-1
WIS Wisdom	13	+1	15	-2
CHA Charisma	6	-2	6	

HP 8
 Hit Points
 1 1 1 1
 1 1 1 1

AC 12 = 10 + [Armor] + [Shield] + 2 + [Dexterity] + [Size] + [Dodge] + [Natural] + [Deflection] + [Other] + [Adj.]
 Spell Resistance Adj.

TOUCH 12 = [Base] + [-2] + [Strength] + [Size] + [Feat] + [Adj.]
 GRAPPLE -2 = [Base] + [Strength] + [Size] + [Feat] + [Adj.]
 Damage Reduction

Flat-Footed 10 = [Base] + [Gear] + [Other] + [Adj.]
INITIATIVE +2 = 2 + [Dexterity] + [Class] + [Feat] + [Other] + [Adj.]
 POWER Points

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

FORTITUDE +5 = [Base] + 5 + [Class] + [Feat] + [Items] + [Epic] + [Other] + [Adj.]
REFLEX +2 = [Base] + 2 + [Class] + [Feat] + [Items] + [Epic] + [Other] + [Adj.]
WILL +1 = [Base] + 1 + [Class] + [Feat] + [Items] + [Epic] + [Other] + [Adj.]

Base Attack Bonus [Base] / [2nd] / [3rd] / [4th] [Adj.]

MELEE Attack Bonus -2 = [Base] + [-2] + [Size] + [Epic] + [Adj.]
RANGED Attack Bonus +2 = [Base] + 2 + [Size] + [Epic] + [Adj.]

FULL ATTACK		One-Handed	Light Mace	Total Attack / Damage	Critical
Range:		Attack Adj:	-4	-6	20
	Bludgeoning	Damage Adj:		1d6-2	x2
Desc: Made of metal and very hard to break					
Notes: -4 not trained					

FULL ATTACK		One-Handed	Dagger	Total Attack / Damage	Critical
Range:	Piercing & Slashing	Attack Adj:	-4	-6	19-20
		Damage Adj:		1d4-2	x2
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	-4	19-20
		Damage Adj:		1d4-2	x2
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		One-Handed	None	Total Attack / Damage	Critical
Range:		Attack Adj:			
		Damage Adj:			
Notes:					

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

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

SKILLS	Total	Key Ability	Modifier	Ranks	Feat	Armor	Synergy	Misc
Appraise	-1	INT	-1					
Balance	-2	DEX	2					
Bluff	2	CHA	-2					
Climb	1	STR	-2	3				
Concentration	5	CON	5					
Decipher Script	-	INT	-1					
Diplomacy	-2	CHA	-2					
Disable Device	-2	INT	-1					
Disguise	-2	CHA	-2					
Escape Artist	2	DEX	2					
Forgery	-1	INT	-1					
Gather Information	-2	CHA	-2					
Handle Animal	-	CHA	-2					
Heal	1	WIS	1					
Hide	2	DEX	2					
Intimidate	-2	CHA	-2					
Jump	-2	STR	-2					
Listen	1	WIS	1					
Move Silently	2	DEX	2					
Open Lock	-	DEX	2					
Ride	3	DEX	2	1				
Search	-1	INT	-1					
Sense Motive	1	WIS	1					
Sleight of Hand	1	DEX	2					
Speak Language	-	INT	0	1	-	-		
Spellcraft	-	INT	-1					
Spot	1	WIS	1					
Survival	1	WIS	1					
Swim	-1	STR	-2	1				
Tumble	-	DEX	2					
Use Magic Device	-	CHA	-2					
Use Rope	2	DEX	2					

Character Specific Skills				
Knowledge - Local	0	INT	-1	1
Knowledge - Religion	0	INT	-1	1
Craft - Woodcarver	-1	INT	-1	
Profession - Fisher	2	WIS	1	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.
Light Mace	4		Waterskin	4				
Dagger	1		Sack	1				
Traveler's outfit	5							
Leather Gloves								
Cowboy type hat								
Wooden Holy Symbol								
15.36 lb.		Light					76 GP	
Total Weight		Load Class	Max Dex	Chk Penalty	Speed Adj	Total Value		

FEATS	2	=	2	+	0	+		List: All Feats	√
Toughness	+3 hit points							√	

NOTES	
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Lang: 1	Common
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ENCUMBRANCE LIMITS					
20	40	60	120	300	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

MONEY	Platinum:	0 PP
	Gold:	21 GP
	Silver:	7 SP
	Copper:	0 CP

SPELLS		Arcane Spell Failure: 0%		Adj.:		
Class:						
Level:						
Bonus	Spells/day:	Spells/day:	Spells/day:	Spells/day:	Spells/day:	
Levels	Spells known:	Spells known:	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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Brandon Zink

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

**TREASURY OF
Brandon Zink**

Coin & Gems

22

(Gold)

Shorthand:

Precious Stones Value: Gold

Platinum	Gold	Silver	Copper	1	5	10	50	100	250	500	1,000	5,000
0	21	7	0	0	0	0	0	0	0	0	0	0

PP GP SP CP

Locations of Coins & Gems	Platinum	Gold	Silver	Copper	Precious Stones								Total	
Carried on Character (0.56 lb.) In Sack		21	7											21.7
Carried on Mount (0 lb.)														

(Gold)

ID	DESCRIPTION	Platinum	Gold	Silver	Copper	1	5	10	50	100	250	500	1000	5000	Total
	In Sack		21	7											21.7

Number needed for 1 lb.:

Conversion factors (to get 1xGold)

50	50	50	50
0.1	1	10	100

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(Gold)

MOUNT

Horse, Light

Race

Large
Size

10 ft./5 ft.
Space/Reach

Animal
Type

Sub-Type

Abilities	Score	Modif.	Adj.
STR Strength	14	+2	
DEX Dexterity	16	+3	+3
CON Constitution	15	+2	
INT Intelligence	2	-4	
WIS Wisdom	12	+1	
CHA Charisma	6	-2	

MELEE Attack Bonus **+3** = **+2** (Base) + **+2** (Ability) + **-1** (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

Muripa
Mount's Name

SPD Speed **40'**
Land Fly Burrow Climb Swim Adj.

HP Hit Points **19**
Adj. ①①①①①①①①①①
⑤♦①①①①①

AC Armor Class **15** = 10 + (Armor) + **3** (Natural) + (Bonus) + **3** (Dex) + **-1** (Size) + (Adj.)

TOUCH Armor Class **12**

FLAT-FOOTED Armor Class **12**

GRAPPLE Modifier **+8**

INITIATIVE Modifier **+3**

FORT (Constitution) **+5** = **3** (Base) + **+2** (Ability) + (Feat) + (Adj.)

REFLEX (Dexterity) **+6** = **3** (Base) + **+3** (Ability) + (Feat) + (Adj.)

WILL (Wisdom) **+2** = **1** (Base) + **+1** (Ability) + (Feat) + (Adj.)

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 Hit Dice **+3** = **3** (Base) + (Bonus) + (Adj.)

SR Spell Resistance

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

GEAR		qty	lb.	List	Equipment
Saddlebags	8	Bit and Bridle	1		
Feed	10	Riding Saddle	25		
Rope	10				
Bedroll	5				
Pork, salted	1	below is in saddlebags			
Leather Pants	2	Soap	0.5	1	
Cotton/linen Shirt	1				
Backpack	2				
Flint and Steel					
Mess Kit	1				
Ink					
Needle					
Paper	5				
Inkpen					
Corn Dodgers (1 week worth)	38				
Cheese	0.5	1			
Eggs (per one)	12	2			
Brandon Zink	121	226.4 lb.	Medium		
Rider	Weight	Total Weight	Load Class		

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

Notes
"Needle" is actually a sewing kit with some string too.
Somewhat of a mottled off white and gray color. Docile but stead on her feet.