Oskar Oathbinder	Dwarf	Wizard (4)
CHARACTER NAME	RACE	CLASS

Neutral Good		4	6730	
ALIGNMENT	DEITY	LEVEL	EXPERIENCE	PENALTY

Male	64	Medium	4'10"	187	Tanned	Black	Dark Brown	Right
GENDER	AGE	SIZE	HEIGHT	WEIGHT	SKIN	HAIR	EYES	LATERALITY

BIOGRAPHY

Oskar was born the third son of Khorim and Helgrid Skaldir. Khorim Skaldir was a reknown warrior and leader of dwarves in the Borderwars. He lost his left arm in a clash with an orc mercenary band, and eventually retired, marrying a woman

HISTORY

GOALS

APPEARANCE

PERSONALITY/BEHAVIOR

NOTES

ABILITY SCORES

	Score	Mod	Temp Mod	Temp Mod
STR	9	-1		
DEX	16	+3		
CON	16	+3		
INT	18	+4		
WIS	14	+2		
CHR	11	0		

SAVING THROWS

		Total	Base Save	Abilty Mod	Magic Mod	Misc Mod	Temp Score
FORT	(Con)	4	+1	3			
REF	(Dex)	4	+1	3			
WILL	(Wis)	6	+4	2			

Saving Throw Modifiers

HIT POINTS

28

Lift Overhead (1xMax Load)	Lift Off Ground (2xMax Load)	Push/Drag (5xMax Load)
90	180	450

Load

Speed: 20

	Speed	Max Load	Max Dex	Check Pen	Run
L	20	30	-	-	80
M	15	60	3	-3	60
H	15	90	1	-6	45

ARMOR CLASS

13 = 10 + Armor Bonus + Shield Bonus + 3 (Dex Mod) + Size Mod + Misc Mod

Normal

Arcane Spell Fail

10 Flat Foot

Armor Check Pen

13 Vs Touch

AC Modifiers

ARMOR & PROTECTION

Type	Armor Bonus	Max Dex	Check Pen	Spell Fail	Speed	Wgt Lbs

INITIATIVE

3 = 3 (Dex Mod) + Misc Mod

Initiative Modifiers

ATTACK BONUSES

BASE ATTACK BONUS

+2

Attack Bonus Modifiers

		Total	=	Base Attack	+	Ability Mod	+	Size Mod	+	Misc Mod	+	
MELEE	(Str)	1	=	+2	+	-1	+	0	+		+	
RANGED	(Dex)	5	=	+2	+	3	+	0	+		+	
			=		+		+		+		+	

WEAPONS

	Attack Bonus	Damage	Critical	Range	Size	Type	Weight	Notes & Related Feats
Crossbow, light	5	1d8	19-20/x2	80 ft.		P	4	
Dagger	1	1d4	19-20/x2	10 ft.		P	1	

WEAPON PROFICIENCIES

COMBAT NOTES

SKILLS

Skill Points Per Level **2** + Int Mod

Class Skill Max Ranks = Character Level + 3
Cross-Class Skill Max Ranks = (Character Level + 3) / 2

• Can Be Used Untrained

+ Armor Check Penalty Applies

	Skill Modifier		Ranks		Ability Modifier		Misc Modifier	Key Ability	Cross Class
Appraise	4	=	0	+	4	+		INT	X
Balance +	3	=	0	+	3	+		DEX	X
Bluff	0	=	0	+		+		CHA	X
Climb +	-1	=	0	+	-1	+		STR	X
Concentration	9	=	6	+	3	+		CON	
Craft	4	=	0	+	4	+		INT	
Decipher Script •	10	=	6	+	4	+		INT	
Diplomacy	0	=	0	+		+		CHA	X
Disable Device •	4	=	0	+	4	+		INT	X
Disguise	0	=	0	+		+		CHA	X
Escape Artist +	3	=	0	+	3	+		DEX	X
Forgery	4	=	0	+	4	+		INT	X
Gather Information	0	=	0	+		+		CHA	X
Handle Animal •	0	=	0	+		+		CHA	X
Heal	2	=	0	+	2	+		WIS	X
Hide +	3	=	0	+	3	+		DEX	X
Intimidate	0	=	0	+		+		CHA	X
Jump +	-1	=	0	+	-1	+		STR	X
Knowledge •	7	=	6	+	4	+		INT	X
Knowledge: History •	7	=	6	+	4	+		INT	X
Knowledge: Religion •	7	=	6	+	4	+		INT	X
Listen	2	=	0	+	2	+		WIS	X
Move Silently +	3	=	0	+	3	+		DEX	X

	Skill Modifier		Ranks		Ability Modifier		Misc Modifier	Key Ability	Cross Class
Open Lock •	3	=	0	+	3	+		DEX	X
Perform	0	=	0	+		+		CHA	X
Profession •	2	=	0	+	2	+		WIS	
Ride	3	=	0	+	3	+		DEX	X
Search	4	=	0	+	4	+		INT	X
Sense Motive	2	=	0	+	2	+		WIS	X
Sleight of Hand • +	3	=	0	+	3	+		DEX	X
Speak Language •	0	=	0	+		+		NONE	X
Speak Language: Common •	0	=	1	+		+		NONE	X
Speak Language: Draconic •	0	=	1	+		+		NONE	X
Speak Language: Dwarven •	0	=	1	+		+		NONE	X
Speak Language: Goblin •	0	=	1	+		+		NONE	X
Speak Language: Orc •	0	=	1	+		+		NONE	X
Speak Language: Terran •	0	=	1	+		+		NONE	X
Spellcraft •	10	=	6	+	4	+		INT	
Spot	2	=	0	+	2	+		WIS	X
Survival	2	=	0	+	2	+		WIS	X
Swim +	-1	=	0	+	-1	+		STR	X
Tumble • +	4	=	3	+	3	+		DEX	X
Use Magic Device •	0	=	0	+		+		CHA	X
Use Rope	3	=	0	+	3	+		DEX	X
		=		+		+			
		=		+		+			

SKILL MODIFIERS

Stonecunning

+2 racial bonus on Appraise checks that are related to rare or exotic items

+2 racial bonus on Craft checks that are related to stone or metal

LANGUAGES

RACIAL TRAITS & CLASS FEATURES

+2 Constitution, -2 Charisma

Darkvision

Stonecunning

+2 racial bonus on saving throws against poison

+2 racial bonus on saving throws against spells and spell-like effects

+1 racial bonus to attack rolls against orcs and goblinoids

+4 dodge bonus against giants

+2 racial bonus on Appraise checks that are related to rare or exotic items

+2 racial bonus on Craft checks that are related to stone or metal

FEATS & BENEFITS
Scribe Scroll: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x ?its caster level x 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.
Spell Focus: Choose a school of magic. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

WORN EQUIPMENT	Weight

CONTAINER		Weight

CONTAINER		Weight

WEALTH & VALUABLES	Location	Weight

OTHER VALUABLES	Location	Weight