

# Soldaat

## Follower Ludwig

### CHARACTER BIO

Soldaat is a **16** year old, **Medium** sized, **Male Human**, with **Brown** eyes and **Brown** hair. He stands **5' 10"** tall and weighs **192 pounds**. His world view is **Neutral** in nature.

CHARACTER LEVEL	CLASSES and LEVELS
1	Warrior 1

CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
0	1,000	1,000	

HP TRACK	NON LETHAL	AC TRACK
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
<b>STR</b>	<b>17</b>	<b>+3</b>			<b>HP POINTS 11</b>	<b>1d8</b>		<b>SPEED MOVE 20</b>
<b>DEX</b>	<b>15</b>	<b>+2</b>			<b>AC ARMOR 17</b>	<b>15</b>	<b>12 = 10 + 4 + 1 + 2 + 0</b>	<b>35 -6 +2</b>
<b>CON</b>	<b>16</b>	<b>+3</b>						
<b>INT</b>	<b>13</b>	<b>+1</b>						
<b>WIS</b>	<b>10</b>	<b>+0</b>						
<b>CHA</b>	<b>9</b>	<b>-1</b>						

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS	BASE ATTACK
<b>FORTITUDE CON</b>	<b>+5</b>	<b>= 2 + 3 + 0 + 0</b>										<b>+1</b>
<b>REFLEX DEX</b>	<b>+2</b>	<b>= 0 + 2 + 0 + 0</b>										<b>INITIATIVE MODIFIER</b>
<b>WILL WIS</b>	<b>+0</b>	<b>= 0 + 0 + 0 + 0</b>										<b>+2 = 2 + 0</b>

GRAPPLE ATTACK BONUS	MELEE ATTACK BONUS	RANGED ATTACK BONUS	SKILLS
<b>+4</b>	<b>+4</b>	<b>+3</b>	<b>NAME (KEY ABILITY)</b>
			wAppraise ( <i>Int</i> )
			wBalance ( <i>Dex</i> )*
			wBluff ( <i>Cha</i> )
			wClimb ( <i>Str</i> )*
			wConcentration ( <i>Con</i> )
			wControl Shape ( <i>Wis</i> )
			wDiplomacy ( <i>Cha</i> )
			wDisguise ( <i>Cha</i> )
			wEscape Artist ( <i>Dex</i> )*
			wForgery ( <i>Int</i> )
			wGather Information ( <i>Cha</i> )
			Handle Animal ( <i>Cha</i> )
			wHeal ( <i>Wis</i> )
			wHide ( <i>Dex</i> )*
			wIntimidate ( <i>Cha</i> )
			wJump ( <i>Str</i> )*
			wListen ( <i>Wis</i> )
			wLiteracy ( <i>)</i>
			wMove Silently ( <i>Dex</i> )*
			wPerform-Act ( <i>Cha</i> )
			wPerform-Comedy ( <i>Cha</i> )
			wPerform-Dance ( <i>Cha</i> )
			Perform-Keyboard Instruments ( <i>Cha</i> )
			wPerform-Oratory ( <i>Cha</i> )
			wPerform-Percussion ( <i>Cha</i> )
			wPerform-Sing ( <i>Cha</i> )
			wPerform-String Instruments ( <i>Cha</i> )
			wPerform-Weapon Drill ( <i>Cha</i> )
			wPerform-Wind Instruments ( <i>Cha</i> )
			wRemote View ( <i>Int</i> )
			wRide ( <i>Dex</i> )
			wSearch ( <i>Int</i> )
			wSense Motive ( <i>Wis</i> )
			wSpot ( <i>Wis</i> )
			wSurvival ( <i>Wis</i> )
			wSwim ( <i>Str</i> )*
			wTrade ( <i>Cha</i> )
			wUse Rope ( <i>Dex</i> )

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
<b>I<sub>2</sub> Shortbow (M/P)</b>		1d6	x3	2
0 - 59 FT	60 - 119 FT	120 - 179 FT	180 - 239 FT	240 - 299 FT
4	2	0	-2	-4
300 - 359 FT	360 - 419 FT	420 - 479 FT	480 - 539 FT	540 - 599 FT
-6	-8	-10	-12	-14

<b>I Longsword (M/S)</b>	<b>5</b>	1d8+3	19-20/x2	4
<b>I Dagger (M/P)</b>	<b>4</b>	1d4+3	19-20/x2	1
I - Main hand (Primary)	W - Off hand (Secondary)	I <sub>2</sub> - Two-handed		

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
<b>Brigandine (M/M)</b>	+4	+2	-5	30%	20 ft	40

SHIELD (SIZE)	ARMOR BONUS	ARMOR CHECK	SPELL FAIL	LBS
<b>Shield, light steel (M)</b>	+1	-1	5%	6

w Can be used untrained\* Armor Check penalty\*\* -1 per 5 lbs gear

EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS
u	Brigandine	30 g	1	40					
v	Shield, light steel	9 g	1	6					
°	Arrows (20)	1 g	1	3					
°	Dagger	2 g	1	1					
°	Longsword	15 g	1	4					
°	Shortbow	30 g	1	2					

CARRIED WEIGHT	1-86	87-173	174-260	260	520	1300	u Armor	² Gem Art	y Goods	6 Potion	¡ Ring	d Rod
<b>56 lbs</b>	<b>LIGHT</b>	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG	b Scroll	v Shield	f Staff	! Wand	° Weapon	→ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	Proficient	Proficient	Proficient	Proficient	Proficient
<b>Weapon Focus: Longsword</b> — You add +1 attack bonus with a chosen weapon. (PH102).						
<b>Weapon Focus: Shortbow</b> — You add +1 attack bonus with a chosen weapon. (PH102).						

### CLASS FEATURES

#### WARRIOR

Corruption: 0

Depravity: 0

Proficiency: Armor, Heavy

Proficiency: Armor, Light

Proficiency: Armor, Medium

Proficiency: Martial Weapons: All

Proficiency: Shields

Proficiency: Simple Weapons: All

### LANGUAGES

Common

### COINS

#### NEW COINS GAINED IN PLAY

0 cp

0 sp

0 gp

0 pp

0 gp Total gp equivalent (approximate)

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