

Tank Unknown

Tom

CHARACTER BIO

Tank Unknown is a **18** year old, **Medium** sized, **Male Human**. He stands **6' 2"** tall and weighs **204 pounds**. His world view is **Neutral** in nature.



CHARACTER LEVEL	CLASSES and LEVELS
6	Fighter 6

CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
15,086	21,000	5,914	

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	SPEED MOVE	MOVEMENT TYPES and RATES
STR	18	+4			HP POINTS 67	6d10		20	
DEX	15	+2			AC ARMOR 21	20 (Normal)	11 (Flat Footed)	10 (Base)	8 (Armor Bonus)
CON	18	+4			FORTITUDE CON	9 (Total)	5 (Base Save)	4 (Ability Modifier)	0 (MAGIC)
INT	12	+1			REFLEX DEX	4 (Total)	2 (Base Save)	2 (Ability Modifier)	0 (MISC)
WIS	15	+2			WILL WIS	4 (Total)	2 (Base Save)	2 (Ability Modifier)	0 (MISC)
CHA	15	+2							

GRAPPLE ATTACK BONUS	+10	6 (Base Attack)	4 (Ability Modifier)	0 (Size)	0 (Misc)	0 (Temp)
MELEE ATTACK BONUS	+10/5	6 (Base Attack)	4 (Ability Modifier)	0 (Size)	0 (Misc)	0 (Temp)
RANGED ATTACK BONUS	+8/3	6 (Base Attack)	2 (Ability Modifier)	0 (Size)	0 (Misc)	0 (Temp)

BASE ATTACK	+6/1
INITIATIVE MODIFIER	+2 = 2 + 0

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
Longsword, Masterwork (M/S)	11/6	1d8+4	19-20/x2	4
Sword, short, Masterwork (M/P)	11/6	1d6+4	19-20/x2	2
Lance (M/P)	10/5	1d8+4	x3	10
+1 Sword, claymore (M/S)	12/7	1d12+9+1d6	19-20/x2	15

Flaming

— Main hand (Primary)	◆ Off hand (Secondary)	2 — Two-handed
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ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
Full plate (M/H)	+8	+1	-6	35%	20 ft	50

SHIELD (SIZE)	ARMOR BONUS	ARMOR CHECK	SPELL FAIL	LBS
Shield, heavy steel (M)	+2	-2	15%	15

SKILLS	TOT	RNK	ABL	MISC
◆ Appraise (Int)	1	=	+	1
◆ Balance (Dex)*	-6	=	+	2 - 8
◆ Bluff (Cha)	2	=	+	2
◆ Climb (Str)*	1	=	5 + 4 - 8	
◆ Concentration (Con)	4	=	+	4
◆ Control Shape (Wis)	2	=	+	2
◆ Diplomacy (Cha)	2	=	+	2
◆ Disguise (Cha)	2	=	+	2
◆ Escape Artist (Dex)*	-6	=	+	2 - 8
◆ Forgery (Int)	1	=	+	1
◆ Gather Information (Cha)	2	=	+	2
◆ Handle Animal (Cha)	11	=	9 + 2	
◆ Heal (Wis)	2	=	+	2
◆ Hide (Dex)*	-6	=	+	2 - 8
◆ Intimidate (Cha)	8	=	6 + 2	
◆ Jump (Str)*	-5	=	5 + 4 - 14	
◆ Listen (Wis)	2	=	+	2
◆ Literacy (Int)	0	=	+	0
◆ Move Silently (Dex)*	-6	=	+	2 - 8
◆ Perform-Act (Cha)	2	=	+	2
◆ Perform-Comedy (Cha)	2	=	+	2
◆ Perform-Dance (Cha)	2	=	+	2
◆ Perform-Keyboard Instruments (Cha)	2	=	+	2
◆ Perform-Oration (Cha)	2	=	+	2
◆ Perform-Percussion (Cha)	2	=	+	2
◆ Perform-Sing (Cha)	2	=	+	2
◆ Perform-String Instruments (Cha)	2	=	+	2
◆ Perform-Weapon Drill (Cha)	2	=	+	2
◆ Perform-Wind Instruments (Cha)	2	=	+	2
◆ Remote View (Int)	1	=	+	1
◆ Ride (Dex)	13	=	9 + 2 + 2	
◆ Search (Int)	1	=	+	1
◆ Sense Motive (Wis)	2	=	+	2
◆ Spot (Wis)	3	=	1 + 2	
◆ Survival (Wis)	2	=	+	2
◆ Swim (Str)*	-12	=	+	4 - 16
◆ Trade (Cha)	2	=	+	2
◆ Use Rope (Dex)	2	=	+	2

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

EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS
◆	Brigandine, Barding	120 g	1	(80)	◆	+1 Sword, claymore: Flaming	8,360 g	1	15
◆	Full plate	1,500 g	1	50	◆	Lance	10 g	1	10

✧ Embroidered wool or cotton robe	105 g 1 (-)	✦ Lance	10 g 10 (100)
☒ Bit and bridle	2 g 1 (1)	✦ Longsword, Masterwork	315 g 2 8
☒ Coin: gp (7226)	7,226 g 1 (144 ½)	✦ Sword, short, Masterwork	310 g 1 2
☒ Coin: sp (100)	100 s 1 (2)		
☒ Saddle, exotic military	60 g 1 (40)		
☒ Saddlebags	4 g 1 (8)		
☒ Warhorse, heavy (2)	800 g 1 (-)		
❖ Shield, heavy steel	20 g 1 15		
❖ Shield, Riders	75 g 1 (15)		

CARRIED WEIGHT: 1-100 101-200 201-300 300 600 1500
100 lbs LIGHT MEDIUM HEAVY OVER OFF PUSH HEAD GRND DRAG

◆ Armor ✧ Gem | Art ☒ Goods ☼ Potion ○ Ring ⚔ Rod
 ☞ Scroll ❖ Shield ✂ Staff ✒ Wand ☞ Weapon ★ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	Proficient	Proficient	Proficient	Proficient	Proficient
Cleave — If you drop your opponent, take an extra attack against another nearby. (PH92).						
Great Cleave — As Cleave, with no limit to uses per round. (PH94).						
Mounted Combat — When your mount is hit in combat, you may make a Ride check to negate the hit. (PH98).						
Power Attack — You can take a penalty on melee attack and add it to your damage roll. (PH98).						
Tower Shield Proficiency — You are proficient with Tower Shields.						
Warrior Born — You gain a +1 to damage on all weapons						
Weapon Finesse — You can use Dex mod on melee attack rolls with light weapons, rapiers, whips, and spiked chains. (PH102).						
Weapon Focus: Sword, claymore — You add +1 attack bonus with a chosen weapon. (PH102).						
Weapon Specialization: Sword, claymore — +2 damage bonus with a chosen weapon. (PH102).						

CLASS FEATURES

FIGHTER

Bonus Feat (4)
Corruption: 0
Depravity: 0
Proficiency: Armor, Heavy
Proficiency: Armor, Light
Proficiency: Armor, Medium
Proficiency: Martial Weapons: All
Proficiency: Shields
Proficiency: Simple Weapons: All
Proficiency: Tower Shield

LANGUAGES

Common

COINS

NEW COINS GAINED IN PLAY

0 cp	
100 sp	
7,226 gp	
0 pp	
7,236 gp	Total gp equivalent (approximate)

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