Meridius CHARACTER NAME					Chris Carter PLAYER PLAYER									
CHARACTER NAME Fighter CLASS Human RACE		Neutral ALIGNMENT	Neutral Mars 🚼 🏲					TORAGONS			•			
4	Med	ium	24	Male	6'1"	200 lbs	Grey	Salt & Pepper				1,000	(A) (B)	-
LEVEL	SIZE	ABILITY		GENDER	HEIGHT	WEIGHT	EYES	HAIR		DAMAGE	TER REC	CORD S		
STR STRENGTH	score 16	+3	SCORE		HP 37	WOU	NDS/CURRENT HP	SUBDUAL DA	MAGE	REDUCTION	TYPE		SPEED 20 ft/x3	3
DEX DEXTERITY	10	+0			AC 19	= 10 +	+7 + +2 +	+0 + +0 +	+0 + +0 MISC.		MISS	50%	-7	SPELL
CON	14	+2				• - 1	BONUS BONUS	MODIFIER MODIFIER	ARMOR MODIFIER		CHANCE	SPELL FAILURE	CHECK PENALTY	RESISTANCE
INT INTELLIGENCE	13	+1			INITIATIVE MODIFIER	+4 =	+0 + +4 DEX MISC. MODIFIER MODIFIER	CROSS-CLASS	SKILLS SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	7 / 3.5 MISC. MODIFIER
WIS	8	-1						Σ Appraise ¹		INT	+2	= 1	+ 1	+
CHA	40				BASE ATTA BONUS	CK	+4	Σ Balance¹Σ Bluff¹		DEX* CHA	-6 +2	= =	+ 1 1	+ -7
CHARISMA	12	+1						≤ Climb¹		STR*	-2	= 3	+ 2	+ -7
	THROWS	TOTAL	SAVE N	ABILITY MAGIC MODIFIER MODIFIE	R MODIFIER MO	PORARY CONDITION	ONAL MODIFIERS	Σ Concentrat		CON	+2	2	+	+
(CONST	ITUDE ITUTION)	+6	= +4 +	+2 + +0	+ +0 +			 Craft (Armony Diplomacy 	•	INT CHA	+3	= <u>1</u> = 1	+ 2	+
	LEX	+3	= +1 +	+0 + +0	+ +2 +			Σ Disguise ¹		СНА	+1	= 1	+	+
	ERITY)							Σ Escape Ar	tist¹	DEX*	-7		+	+ -7
	LL DOM)	+2	= +1 +	<u>-1</u> + +0	+ +2 +			 Σ Forgery¹ Σ Gather Info 	ormation¹	INT CHA	<u>:</u> -	= <u>1</u> = 1	+	+
				BASE ATTACK	RONIIS STR	SIZE	MISC. TEMPORARY	≤ Handle An		CHA	+1	= 1		+
ME	LEE		TOTAL		MODIFIER	MODIFIER	MODIFIER MODIFIER	Σ Heal ¹		WIS		-1	+	+
	BONUS		+7	= +4	+ +3	+ +0 +	+	Σ Hide¹		DEX*	7	=	+	+ -7
	GED		+4	= +4	+ +0	+ +0 +	+	 Σ Intimidate¹ Σ Intuit Direct 	tion	CHA WIS	+3	= <u>1</u> = -1	+ 2 1	+
ATTACK	BONUS	<u> </u>	TOTAL	BASE ATTACK	K BONUS DEX MODIFIER	SIZE R MODIFIER	MISC. TEMPORARY MODIFIER MODIFIER	≤ Jump¹		STR*		= 3	+	+ -7
			_		MODII IEI	MODII ILIX	mosii izit	Σ Knowledge	e (architecture & engir	INT	+2	= 1	+ 1	+
	WEAPON	I	TOTAL	ATTACK BONUS	DAM	AGE	CRITICAL	Σ Listen¹		WIS	+0	-1	+ 1	+
	Gladius			+9	1d6	_	19-20/×2	 Σ Move Siler Σ Perform¹ 	ntly'	DEX* CHA	-7	= =	<u>+</u>	+ -7
RANGE	WEIGHT	TYPE P	Sma			PROPERTIES handed		Σ Profession	(Soldier)	WIS	+0	= <u>-1</u>	+ 1	+
				all	One	Tiariucu		' Remote Vi	ew¹	INT	+1	= 1	+	+
	WEAPON	١	TOTAL	ATTACK BONUS	DAM	AGE	CRITICAL	≤ Ride¹		DEX	+0		+	+
	Dagger			+7	1d4	-	19-20/×2	′ Scry¹ Σ Search¹		INT INT	+1	= <u>1</u> = 1	+ - 1	<u>+</u>
10 ft.	WEIGHT	TYPE P	Size			PROPERTIES handed		Σ Sense Mot	ive¹	WIS		-1		+
10 11.	'		Tin	У	One-	nanueu		Σ Spot ¹		WIS	+0	-1	+ 1	+
	WEAPON	١	TOTAL	ATTACK BONUS	DAM	AGE	CRITICAL	\leq Swim ¹		STR**	+3	= 3		+
	Scutum			+7	1d4		×2	 Σ Use Rope¹ Σ Wilderness 		DEX WIS	+1	= =	+ <u> </u>	+
RANGE	WEIGHT 15	TYPE B	Sma			PROPERTIES handed		∠ vviidemest	LOIC	VVIO				+
			31116	uii	OHE-	nanueu				-			+	+
	WEAPON		TOTAL	ATTACK BONUS	DAM		CRITICAL			=			+	+
	Pilum (2)			+4	1d6		×2			-			*	+
30 ft.	WEIGHT 2	TYPE P	Medi			PROPERTIES				=			+	+
			- 1.11001		• • • • • • • • • • • • • • • • • • • •					-			+	+
	WEAPON		TOTAL	ATTACK BONUS	DAM		CRITICAL			=				+
Maste	erwork sho	ortbow TYPE	SIZE	+5	10 SPECIAL	16 PROPERTIES	×3			-				+
60 ft.	2	Р	Medi			handed				-		-	+	+
	<u> </u>									-			+	+
			_							-			+	+
	PROTECT				ARMOR BONUS	М	AX DEX BONUS			=			+	+
	ca Segme		Hea WEIGHT	-	+7	PROPERTIES	+1			-		•	+	+
—5	35°		O ft* 35		SPECIAL I	-KOLEKIIES				-			+	+
										-			+	+
SHIELD/	SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE								-			+	+	
Scutum +2 SPECIAL PROPERTIES				10	-2	15%			-			+	+	
									d with 1 can be used nor					
									d with Σ are cross-class HECK PENALTY, if any,					IIS.

Sunless Citadel (Bruce Baugh, DM)

CAMPAIGN

GP — 569

PP —

6180/10000

EXPERIENCE POINTS

	GE		
ITEM	WT.	ITEM	WT
Weapons & Armor (61 lbs.)		Share of group equipment	
		goes in this column:	
Personal:		Rations, trail (3 days)	
Backpack		Waterskins (2)	_
Bedroll		Oil (two 1-pint flasks)	
Canvas (2 sq. yards)		Torches (4)	
Crowbar		Grappling hook	-
Flint and steel		Rope, hemp (50 ft.)	1
Pouch, belt	1	Mess kit	_
Sack (currently empty)	_		
Spade	8		
Artisan's Tools (Armorsmithy)	5		-
Clathing	-		-
Clothing:	5		
Traveler's outfit	3		
1 potion of Cure Light Wounds			+
Bone scroll case containing a			+
fragmentary history of the region			
around Roburcollis composed by			
dwarves			1
An atlas of the Merithian Empire			
	<u> </u>		
	1		-
	1		-
	1		
	1		4
	<u> </u>		
		TOTAL WEIGHT CARRIED	66.0
	MO	NEY	

SPECIAL ABILITIES/FEATS

- RACE ABILITIES
- One free feat at first level • +4 skill points at first level, and +1 skill point per level above first
- Favored Class: Any
 CLASS ABILITIES —
- · Proficient in all armor, and all shields
- Proficient with all simple and martial weapons.
- Bonus Feats: Gains a free combat-related feat at first level, and another one at every even fighter level - FEATS -
- Expertise
- Improved Initiative
- Iron Will
- · Lightning Reflexes
- · Power Attack
- Cleave

NOTES

Physical Description: Meridius is a tall, reasonably handsome man who, though only in his mid-20s, appears older due to a combination of bluff, battlehardened features and hair that is going prematurely grey. Only rarely is he to be found not wearing his armor and rank insignia indicating he is an immunes and optio with the 5th Century of the 23rd Legion of the Imperial Expeditionary Force.

Personality: A veteran and reenlistee, Meridius exudes confidence and experience. Though he can be authoritarian, he knows the value of good humor and does his best to maintain a relaxed attitude regardless of circumstances. Meridius is a devoted soldier and protector of the Empire and its citizenry.

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	ent Status: As a reenlistee, Meridius is allowed
	eges normally accorded to someone of greater
	Though not an officer, Meridius is allowed
	onal leaves at his discretion, and may apply for
detac	ched duty under most circumstances with ease.
This	allows Meridius opportunities for adventuring
outsi	de the scope of his duties as a legionnaire.
Most	recently, Meridius finds himself setting out from
the to	own of Roburcollis with three companions on a
	mission to find another party of would-be
	nturers who haven't been heard from for a month-
or-mo	
0	5.6.
14	
Last	update: 21 June 2003

LANGUAGES

77-153

MEDIUM LOAD

460

LIFT OFF

GROUND

154-230

HEAVY LOAD

1,150

PUSH OR DRAG

1-76

LIGHT LOAD

230

LIFT OVER

HEAD

COMMINION			
Dwarven			
-			

Times/Day Used

Turning/Rebuking Check Modifier

Turning/Rebuking Check	Most Powerful Undead Affected(Max HD)	# of HD Turned/Rebuked 2d6
Up to 0		If your cleric level is double the HD of the undead or
1-3		more, the undead are
4-6		destroyed/commanded
7-9		rather than turned/rebuked. Dispelling rebuking/turning
10-12		works like turning/rebuking,
13-15		but you must equal or exceed the check result of
16-18		the cleric who
19-21		rebuked/turned.
22+		