

# Caramon

Human, Fighter 13th (Lawful Good)  
**Str 20, Dex 13, Con 20, Int 10, Wis 7, Cha 15**



— Racial Traits: Human —  
 One Extra Feat at First Level  
 +4 skill points at 1st level & +1 at each new level

— Class Features: Fighter 13th —  
 7x Bonus combat-oriented Feat

— CHARACTER STATUS —  
 No errors detected

<b>hp</b>	<b>141</b>
<b>Initiative</b>	+5
<b>Speed</b>	30 ft.
<b>AC</b>	27
<b>Touch/Flatfooted</b>	13/26
<b>Dmg Reduction</b>	3/-
Spellpower	
<b>Resistance</b>	0
<b>Penetration</b>	15
Saves	
<b>Fortitude</b>	+13
<b>Reflex</b>	+5
<b>Will</b>	+2
Special Attacks	
<b>Grapple</b>	+18
Languages	
Common,	
Money	
gp	
Equipment	
Dwarven Plate+1	Shield of Bashing+3
Ring of Protection +2	
Greatsword	
Composite Longbow (+4 Str)	
Greatclub	

## Attacks

One-Handed: Greatsword+2  
**+20/+15/+10      2d6+7      /19-20      (x2)**

Desc: Recognize as one of the best melee weapons available. Reliable and powerful

Two-Weapons (off-hand): Shield of Bashing+3  
**+13      1d4+5      /20      (x2)**

Desc: Shield Bash (using the off-hand weapon)

Ranged: Composite Longbow (+4 Str)  
**+14/+9/+4      1d8+4      /20      (x3)**

Desc: Made for a strength ratings of +4

One-Handed: Greatclub  
**+18/+13/+8      1d10+5      /20      (x2)**

Desc: Two-handed version of a regular club, often studded with nails or spikes

## Skills

Appraise	0	Ride	11
Balance	-4	Search	0
Bluff	2	Sense Motive	-2
Climb	10	Sleight of Hand	-
Concentration	5	Speak Language	1
Decipher Script	-	Spellcraft	-
Diplomacy	2	Spot	-2
Disable Device	-	Survival	-2
Disguise	2	Swim	5
Escape Artist	-4	Tumble	-
Forgery	0	Use Magic Device	-
Gather Information	2	Use Rope	1
Handle Animal	3		
Heal	-2		
Hide	-4		
Intimidate	10		
Jump	9		
Listen	-2		
Move Silently	-4		
Open Lock	-		

## Feats

Armor Proficiency (heavy)  
 Power Attack  
 Cleave  
 Improved Initiative  
 Combat Reflexes  
 Great Cleave  
 Improved Bull Rush  
 Improved Overrun  
 Point Blank Shot  
 Improved Shield Bash  
 Improved Sunder  
 Improved Unarmed Strike  
 Blind-Fight

Sandals of the Traveller (+10 Speed, no tiring)  
 Periapt of Health +4