

Armor Class

	BASE	W/SHIELD	W/SPIDER	TEMP
AC ARMOR CLASS	22	26	31	
TOUCH ARMOR CLASS	14	18	18	
FLAT-FOOTED ARMOR CLASS	19	23	28	

Shield +4, Spiderskin +5

ADD:

- +2 AC Fight Defensively (-4 Attack)
- +4 AC for Cover
- +4 AC Total Defense (no Attack)
- +4 AC Dodge vs. Giant Class**
- 3 AC When Running
- 2 AC When Charging

10 +	+8			+3		+1
	ARM	SHLD	NATR	DEX	DODGE	MISC

Saving Throws

	VS SPELLS	TEMP
FORTITUDE (CONSTITUTION)	+14	+16
REFLEX (DEXTERITY)	+10	+12
WILL (WISDOM)	+11	+13

VS POISON

- +2 vs Spells/Spell-like Effects
- +2 vs Posion

Special

- Scarab detects Golems 60 feet (conc)
- Armor protects vs. 1 Death Attack
- Levitare at will

Movement

	FEET	SQUARES
Normal	30	6
CHARGE	60	12
RUN	120	24

Wounds

HP HIT POINTS	128
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Ranger 2 / Wizard 6 / Eldrith Knight 7

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	16	+3	20	+5
DEX DEXTERITY	17	+3	17	+3
CON CONSTITUTION	18	+4	18	+4
INT INTELLIGENCE	16	+3	20	+5
WIS WISDOM	10	+0	10	+0
CHA CHARISMA	8	-1	10	+0

Half Dwarf	Male	M
RACE	GENDER	SIZE
Chaotic Good	Ehlonna	
ALIGNMENT	DEITY	
5'0"	225	55
HEIGHT	WEIGHT	AGE
	Gray	Gray
	HAIR	EYE

Thorin



Attack

INITIATIVE BONUS	+3	
GRAPPLE BONUS	+17	
TRIP BONUS	+4	+6

ATTACK DEFEND

Base Attack +12/+7/+2

Weapons

Dwarven Waraxe +2 Giants Bane

ATTACK BONUS	DAMAGE	CRITICAL
+19 / +14 / +9	1d10+7	20/x3

Two Axe Fighting: (Attack +17 / +12 / +7 / +17* / +12*)
Giants: (Attack +2 (+21) Damage 1d10+9+2d6)

Dwarven Waraxe +2 Holy*

ATTACK BONUS	DAMAGE	CRITICAL
+19 / +14 / +9	1d10+7	20/x3

Evil: (Damage 1d10+7 +2d6)

Mighty Composite Bow (mastercraft)

ATTACK BONUS	DAMAGE	CRITICAL
+16 / +11 / +6	1d8+5	20/x3

Ray or Touch Attacks

ATTACK BONUS	DAMAGE	CRITICAL
+17	per spell	20/x3

ADD:

- +2 Attack Bonus when Charging
- +2 Attack Bonus when Flanking
- +1 Racial Attack Bonus vs Orcs/Goblinoids
- 4 Attack Bonus when Fighting Defensively
- +2 Fav Enemy Damage Bonus vs Giant Classes**

Skills

SKILL NAME	MOD	SKILL NAME	MOD
Appraise	+6	Knowledge (arcana)	+12
Balance	+5	Knowledge (dungeon)	+12
Bluff	+0	Knowledge (nature)	+12
Climb	+7	Knowledge (religion)	+7
Concentration	+22	Knowledge (planes)	+10
Craft	+17	Listen	+4
Decipher Script	+7	Move Silently	+7
Diplomacy	+2	Ride	+3
Disable Device	+5	Search	+11
Escape Artist	+3	Sense Motive	+5
Forgery	+5	Spellcraft	+23
Gather Info	+0	Spot	+10
Handle Animal	+1	Survival	+7
Heal	+0	Swim	+7
Hide	+4	Tumble	+8
Intimidate	+0	Use Magic Device	+2
Jump	+8	Use Rope	+4