

**Caldera**

Character Name

Outsider 1, Fighter 1

CLASS

2/3 (1.5)

3000 / 6000

Character Level/ECL (CR)

EXP/NEXT LEVEL

ABILITY NAME ABILITY EQUIPPED SCORE SCORE ABILITY MODIFIER DAMAGE PENALTY

Ability score table for Caldera with columns for STR, DEX, CON, INT, WIS, and CHA, and rows for equipped scores, modifiers, and damage.

SAVING THROWS TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

Saving Throws table for Caldera with rows for FORTITUDE, REFLEX, and WILL.

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP

Attack Bonus table for Caldera with rows for MELEE, RANGED, and GRAPPLE.

\*Greatsword weapon table with columns for HAND, TYPE, SIZE, CRITICAL, REACH.

Composite +0 Longbow STRO weapon table with columns for HAND, TYPE, SIZE, CRITICAL, REACH and range/damage details.

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR table with columns for TYPE, AC, MAXDEX, CHECK, SPELL FAILURE.

**Ben**

Player Name

Tiefling / Outsider

RACE

22

Male

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 6" / 180 lbs.

HEIGHT / WEIGHT

True Neutral

Alignment

Darkvision (60 ft.)

VISION

HP, AC, and Initiative calculation tables for Ben.

INITIATIVE modifier table for Ben.

Encumbrance table for Ben.

SKILLS table with columns for SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER.

Skills list table with rows for Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Perform, Ride, Search, Sense Motive, Spot, Survival, Swim, Use Rope.

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Greatsword	Equipped	1	8 / 50
Full Plate	Equipped	1	50 / 1,500
Outfit (Explorer's)	Equipped	1	8 / 0
Arrows (20)	Equipped	1	3 / 1
Composite +0 Longbow STR0	Carried	1	3 / 100
TOTAL WEIGHT CARRIED/VALUE		64 lbs.	1,651gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150

MONEY	
Granted Cleave and Great Cleave by the deck of many things	
Total= 0 gp	

### MAGIC

Languages	
Common, Dwarven, Elven, Infernal	

### Other Companions

Special Attacks	
<b>Darkness (Sp)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A tiefling can use darkness once per day (caster level equal to class levels).	
<b>Skills</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A tiefling has a +2 racial bonus on Bluff and Hide checks.	

Special Qualities	
<b>Bonus Feats</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]
At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.	
<b>Weapon and Armor Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).	
<b>Darkvision (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Range 60; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
<b>Resistance To Cold (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You may ignore 5 points of Cold damage each time you take Cold damage	
<b>Resistance To Electricity (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You may ignore 5 points of Electricity damage each time you take Electricity damage	
<b>Resistance To Fire (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You may ignore 5 points of Fire damage each time you take Fire damage	

Feats	
<b>Improved Initiative</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You get a +4 bonus on initiative checks.	
<b>Weapon Focus (Greatsword)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Reference Document, Feats]
You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies	
Axe (Throwing), Battleaxe, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, GUISARME, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer	

Templates	
Base Race Type	
Base Race Type ~ Outsider	

## Innate Racial Spells

Name	School	Time	Duration	Range	Source
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<input type="checkbox"/> <b>Darkness</b>	Evocation [Darkness]	1 standard action	20 minutes [D]	Touch	RSRD:SpellsD-E
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[V, M/DF] **TARGET:** Object touched; **EFFECT:** 20-ft. radius of supernatural shadow. [SR:No]

\* =Domain/Speciality Spell

## Innate

Darkness

# Caldera

Tiefling

RACE

22

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 6"

HEIGHT

180 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Outsider

Race Type

Race Sub Type

**Description:**

**Biography:**