

[illegible]

TOTAL		BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>MELEE</b> ATTACK BONUS	<b>+16/11</b>	<b>10</b>	<b>6</b>	<b>0</b>	<b>0</b>	
<b>RANGED</b> ATTACK BONUS	<b>+13/8</b>	<b>10</b>	<b>3</b>	<b>0</b>	<b>0</b>	
<b>Grapple</b> MODIFIER	<b>+16</b>	<b>10</b>	<b>6</b>	<b>0</b>	<b>0</b>	

  

+3 Halberd		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+21/16</b>	<b>1d10+14</b>	<b>19-20/x3</b>

  

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	<b>12 lbs.</b>	<b>Piercing/Slashing</b>	<b>Medium</b>	

  

+1 Adamantine Breastplate		TYPE	ARMOR BONUS	MAX DEX BONUS
		<b>Medium</b>	<b>+6</b>	<b>3</b>

  

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
<b>-3</b>	<b>25%</b>	<b>20 ft.</b>	<b>30 lbs.</b>	

## SKILLS

SKILL NAME

- Appraise
- Balance\*
- Bluff
- Climb\*
- Concentration
- Control Shape
- Craft (\_\_\_\_\_)
- Diplomacy
- Disguise
- Escape Artist\*
- Forgery
- Gather Information
- Heal
- Hide\*
- Intimidate
- Jump\*
- Listen
- Literacy
- Move Silently\*
- Perform (Act)
- Perform (Comedy)
- Perform (Dance)
- Perform (Keyboard Instruments)
- Perform (Oratory)
- Perform (Percussion)
- Perform (Sing)
- Perform (String Instruments)
- Perform (Wind Instruments)
- Ride
- Search
- Sense Motive
- Spot
- Survival
- Swim\*
- Use Rope

	<b>Max</b>						<b>Ranks</b>		
								<b>13 / 6.9</b>	
KEY	ABILITY	TOTAL	RANKS	MOD	M	N			
Int	2	=		+	2	+			
Dex	0	=		+	3	+			
Cha	0	=		+	0	+			
Str	16	=	13	+	6	+			
Con	4	=		+	4	+			
Wis	0	=		+	0	+			
Int	0	=		+	2	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Dex	0	=		+	3	+			
Int	2	=		+	2	+			
Cha	0	=		+	0	+			
Wis	0	=		+	0	+			
Dex	0	=		+	3	+			
Cha	13	=	13	+	0	+			
Str	21	=	13	+	6	+			
Wis	0	=		+	0	+			
	0	=		+	0	+			
Dex	4	=		+	3	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Cha	0	=		+	0	+			
Dex	16	=	13	+	3	+			
Int	2	=		+	2	+			
Wis	0	=		+	0	+			
Wis	0	=		+	0	+			
Wis	0	=		+	0	+			
Str	0	=		+	6	+			
Dex	3	=		+	3	+			

Skills marked with ■ can be used untrained.  
\* armor check penalty, if any, applies.  
\*\* Double armor penalty

## EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
+1 Adamantine Breastplate	1	11200 gp	(30.00)	Belt of Giant Strength +4	1	16000 gp	(1.00)
+3 Halberd	1	18310 gp	(12.00)	Boots of Striding and Springing	1	5500 gp	(1.00)
Amulet of Health +2	1	4000 gp	(0.00)				
1 - 173 lbs. LIGHT LOAD	174 - 346 lbs. MEDIUM LOAD	347 - 520 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

## MONEY

CP -	SP -	GP -	PP -
Misc -			

## LANGUAGES

Giant, Orc, Goblin, Common

## Boots of Striding and Springing

Competence Enhancement WEIGHT		
+5	+10	1 lb.

## SPECIAL PROPERTIES

These boots grant a +5 competence bonus to Jump (DMG250).

## Amulet of Health +2

Enhancement	WEIGHT
<b>+2</b>	<b>0 lbs.</b>

## SPECIAL PROPERTIES

This item grants a +2 enhancement bonus to Con (DMG246).

## Belt of Giant Strength +4

Enhancement	WEIGHT
<b>+4</b>	<b>1 lb.</b>

## SPECIAL PROPERTIES

This belt grants a +4 enhancement bonus to Str (DMG248).

## FEATS

Armor Proficiency: heavy

Weapon Specialization: Halberd

Improved Disarm

Combat Reflexes

Weapon Focus: Halberd

Armor Proficiency: medium

Greater Weapon Focus: Halberd

Tower Shield Proficiency

Simple Weapon Proficiency

Quick Draw

Shield Proficiency

Improved Critical: Halberd

Iron Will

Armor Proficiency: light

Combat Expertise

Improved Trip

## SPECIAL ABILITIES

## Special Qualities

Darkvision (Ex): 60 ft.

## Fighter Class Features

Bonus Feat (6)

Proficiency: Armor, Heavy

Proficiency: Armor, Light

Proficiency: Armor, Medium

Proficiency: Martial Weapons: All

Proficiency: Shields

Proficiency: Simple Weapons: All

Proficiency: Tower Shield

**Miscellaneous Notes**

Wields his tribe's specialty weapon, the Long Halberd, which functions exactly as a normal halberd except that it is a reach weapon.

Sources loaded for the creation of **Carlax**:

Players Handbook v35e

Dungeon Masters Guide v35e

Monster Manual v35e

Core eTools Data

CMP Bonus Data

User-Created Material

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