

CHARACTER NAME: **Fighter**
 CLASS: **3**
 LEVEL: **Medium**

PLAYER: **Gnoll**
 RACE: **Humanoid (Gnoll)**
 GENDER: **Male**
 AGE: **0**

REGION: **Neutral**
 ALIGNMENT: **Neutral**
 DEITY:
 HEIGHT:
 WEIGHT:
 EYES:
 HAIR:



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	20	+5		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	9	-1		
WIS WISDOM	10	+0		
CHA CHARISMA	6	-2		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	31		20 ft/x4
AC ARMOR CLASS	19 = 10 + +6 + +0 + +2 + +0 + +1 + +0 + +0		

TOTAL	FLAT-FOOTED	TOUCH	INITIATIVE
12	17		+2 = +2 +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+6	+3	+3	+0	+0		
REFLEX (DEXTERITY)	+3	+1	+2	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED	SPELL RESISTANCE	ARCANE SPELL FAILURE
+3	+8 = +3 + +5 + +0 + +0	+8 = +3 + +5 + +0 + +0	+5 = +3 + +2 + +0 + +0		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Greataxe	+10	1d12+8	20/x3
Masterwork heavy flail	+9	1d10+7	19-20/x2
Masterwork spear	+9	1d8+7	20/x3

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
12 lb S Medium			
10 lb B Medium			
20 ft 6 lb P Medium			

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PROFICIENCIES	SKILLS		MAX RANKS		7/3.5	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/>	Appraise ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/>	Balance ¹	DEX*	-1	2	+	-3
<input checked="" type="checkbox"/>	Bluff ¹	CHA	-2	-2	+	+
<input type="checkbox"/>	Climb ¹	STR*	+3	5	1	-3
<input checked="" type="checkbox"/>	Concentration ¹	CON	+3	3	+	+
<input type="checkbox"/>	Craft skills... ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/>	Diplomacy ¹	CHA	-2	-2	+	+
<input checked="" type="checkbox"/>	Disguise ¹	CHA	-2	-2	+	+
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	-1	2	+	-3
<input checked="" type="checkbox"/>	Forgery ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	-2	-2	+	+
<input checked="" type="checkbox"/>	Heal ¹	WIS	+0	+	+	+
<input checked="" type="checkbox"/>	Hide ¹	DEX*	-1	2	+	-3
<input type="checkbox"/>	Intimidate ¹	CHA	-2	-2	+	+
<input type="checkbox"/>	Jump ¹	STR*	-1	5	3	-9
<input checked="" type="checkbox"/>	Listen ¹	WIS	+0	+	+	+
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	-1	2	+	-3
<input checked="" type="checkbox"/>	Perform skills ... ¹	CHA	-2	-2	+	+
<input type="checkbox"/>	Ride ¹	DEX	+2	2	+	+
<input checked="" type="checkbox"/>	Search ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+0	+	+	+
<input checked="" type="checkbox"/>	Speak Language	INT			1	+
<input checked="" type="checkbox"/>	Spot ¹	WIS	+0	+	+	+
<input checked="" type="checkbox"/>	Survival ¹	WIS	+0	+	+	+
<input type="checkbox"/>	Swim ¹	STR**	-1	5	+	-6
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+2	2	+	+

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with☒ are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

