

Fighter of house Deneith

CHARACTER NAME: **Fighter** RACE: **Human** PLAYER: **Male** ALIGNMENT: **Neutral** REGION: _____
 CLASS: **4** SIZE: **Medium** TYPE: **Humanoid (Human)** GENDER: **0** AGE: _____ HEIGHT: _____ WEIGHT: _____ DEITY: _____
 LEVEL: _____



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			36			20 ft/x4
DEX DEXTERITY	14	+2			20	10	+6 +2 +2 +0 +0 +0 +0	-4
CON CONSTITUTION	14	+2						
INT INTELLIGENCE	8	-1						
WIS WISDOM	8	-1						
CHA CHARISMA	8	-1						
HP HIT POINTS					36			
AC ARMOR CLASS					20	10	+6 +2 +2 +0 +0 +0 +0	-4
TOUCH ARMOR CLASS					12	FLAT-FOOTED	18	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+6	+4	+2	+0	+0		
REFLEX (DEXTERITY)	+3	+1	+2	+0	+0		
WILL (WISDOM)	+0	+1	-1	+0	+0		
BASE ATTACK BONUS	+4						
GRAPPLE MODIFIER	+8	+4	+4	+0	+0		
MELEE ATTACK BONUS	+8	+4	+4	+0	+0		
RANGED ATTACK BONUS	+6	+4	+2	+0	+0		
SPELL RESISTANCE							
ARCANE SPELL FAILURE							

PROFICIENCY	SKILLS		MAX RANKS		7 / 3.5	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER		RANKS
<input checked="" type="checkbox"/>	Appraise ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/>	Balance ¹	DEX*	-2	2	+	-4
<input checked="" type="checkbox"/>	Bluff ¹	CHA	-1	-1	+	+
<input type="checkbox"/>	Climb ¹	STR*	+7	4	+	-4
<input checked="" type="checkbox"/>	Concentration ¹	CON	+2	2	+	+
<input type="checkbox"/>	Craft skills... ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/>	Diplomacy ¹	CHA	-1	-1	+	+
<input checked="" type="checkbox"/>	Disguise ¹	CHA	-1	-1	+	+
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	-2	2	+	-4
<input checked="" type="checkbox"/>	Forgery ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	-1	-1	+	+
<input checked="" type="checkbox"/>	Heal ¹	WIS	-1	-1	+	+
<input checked="" type="checkbox"/>	Hide ¹	DEX*	-2	2	+	-4
<input type="checkbox"/>	Intimidate ¹	CHA	+6	-1	+	7
<input type="checkbox"/>	Jump ¹	STR*	-6	4	+	-10
<input checked="" type="checkbox"/>	Listen ¹	WIS	-1	-1	+	+
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	-2	2	+	-4
<input checked="" type="checkbox"/>	Perform skills ... ¹	CHA	-1	-1	+	+
<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	+1	-1	+	2
<input checked="" type="checkbox"/>	Spot ¹	WIS	-1	-1	+	+
<input checked="" type="checkbox"/>	Survival ¹	WIS	-1	-1	+	+
<input type="checkbox"/>	Swim ¹	STR**	-4	4	+	-8
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+2	2	+	+

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longsword		+10	1d8+7	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	4 lb	S	Medium	One-handed
AMMUNITION				
WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Warhammer		+8	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	5 lb	B	Medium	One-handed
AMMUNITION				
WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Javelin(Thrown)		+6	1d6+4	20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
30 ft	2 lb	P	Medium	Thrown
AMMUNITION				
WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				
WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				
WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				

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.

