



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	10	+0		
WIS WISDOM	12	+1		
CHA CHARISMA	8	-1		

HP HIT POINTS	30	WOUNDS/CURRENT HP		NONLETHAL DAMAGE					
AC ARMOR CLASS	19	10	+5	+1	+3	+0	+0	+0	+0
	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY

SPEED	30 ft/x4
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TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	16
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INITIATIVE MODIFIER	+3	+3	
	TOTAL	DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+5	+4	+1	+0	+0		
REFLEX (DEXTERITY)	+7	+4	+3	+0	+0		
WILL (WISDOM)	+2	+1	+1	+0	+0		

BASE ATTACK BONUS	+4	SPELL RESISTANCE	
GRAPPLE MODIFIER	+6	ARCANE SPELL FAILURE	
	TOTAL	BASE ATTACK	STR MODIFIER

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+6	+4	+2	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+7	+4	+3	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow [+2]	+8	1d8+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow [+2]	+6/+6	1d8+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Rapid Shot			

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Trident	+5	1d8+3	20/x2
RANGE	WEIGHT	TYPE	SIZE
10 ft	4 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			

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 _____

PROFICIENCY	SKILLS		MAX RANKS	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
<input checked="" type="checkbox"/>	Appraise ¹	INT	+0	
<input checked="" type="checkbox"/>	Balance ¹	DEX*	+3	3
<input checked="" type="checkbox"/>	Bluff ¹	CHA	-1	-1
<input checked="" type="checkbox"/>	Climb ¹	STR*	+2	2
<input type="checkbox"/>	Concentration ¹	CON	+1	1
<input type="checkbox"/>	Craft skills... ¹	INT	+0	
<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*	+3	3
<input checked="" type="checkbox"/>	Forgery ¹	INT	+0	
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	-1	-1
<input type="checkbox"/>	Heal ¹	WIS	+3	1
<input type="checkbox"/>	Hide ¹	DEX*	+3	3
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	-1	-1
<input type="checkbox"/>	Jump ¹	STR*	+2	2
<input type="checkbox"/>	Knowledge (dungeoneering)	INT	+5	5
<input type="checkbox"/>	Knowledge (geography)	INT	+5	5
<input type="checkbox"/>	Knowledge (nature)	INT	+9	7
<input type="checkbox"/>	Listen ¹	WIS	+8	1
<input type="checkbox"/>	Move Silently ¹	DEX*	+3	3
<input checked="" type="checkbox"/>	Perform skills... ¹	CHA	-1	-1
<input type="checkbox"/>	Ride ¹	DEX	+3	3
<input checked="" type="checkbox"/>	Search ¹	INT	+7	7
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+1	1
<input type="checkbox"/>	Spot ¹	WIS	+8	1
<input type="checkbox"/>	Survival ¹	WIS	+8	1
<input type="checkbox"/>	Swim ¹	STR**	+2	2
<input checked="" type="checkbox"/>	Tumble	DEX*	+4	3
<input type="checkbox"/>	Use Rope ¹	DEX	+3	3

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.

