

**Klabon**

CHARACTER NAME  
**Knight**  
CLASS  
**7**  
LEVEL

RACE  
**Orc**  
TYPE  
**Humanoid (Orc)**  
SIZE  
**Medium**

PLAYER  
**Male**  
GENDER  
**0**  
AGE

ALIGNMENT  
**Lawful Good**

DEITY

HEIGHT

WEIGHT

EYES

HAIR



**CHARACTER RECORD SHEET**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>		
<b>DEX</b> DEXTERITY	<b>10</b>	<b>+0</b>		
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>		
<b>INT</b> INTELLIGENCE	<b>7</b>	<b>-2</b>		
<b>WIS</b> WISDOM	<b>8</b>	<b>-1</b>		
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>		

<b>HP</b> HIT POINTS	<b>84</b>	WOUNDS/CURRENT HP		NONLETHAL DAMAGE	
<b>AC</b> ARMOR CLASS	<b>26</b>	TOTAL		SPEED	
		<b>10</b>	<b>+10</b>	<b>+4</b>	<b>30ft/x3</b>
		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	
				<b>+0</b>	
				<b>+0</b>	
				<b>+1</b>	
				<b>+0</b>	
				<b>+1</b>	
				ARMOR CHECK PENALTY	
				<b>-6</b>	
				DAMAGE REDUCTION	

<b>TOUCH</b> ARMOR CLASS	<b>11</b>	<b>FLAT-FOOTED</b> ARMOR CLASS	<b>26</b>
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<b>INITIATIVE</b> MODIFIER	<b>+0</b>	<b>DEX MODIFIER</b>	<b>+0</b>	<b>MISC. MODIFIER</b>	
TOTAL	<b>+0</b>				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	<b>+2</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>		
<b>WILL</b> (WISDOM)	<b>+4</b>	<b>+5</b>	<b>-1</b>	<b>+0</b>	<b>+0</b>		

<b>BASE ATTACK BONUS</b>	<b>+7/+2</b>	<b>SPELL RESISTANCE</b>	
<b>GRAPPLE</b> MODIFIER	<b>+11</b>	<b>ARCANE SPELL FAILURE</b>	
TOTAL	<b>+7</b>	BASE ATTACK	<b>+4</b>
		STR MODIFIER	<b>+0</b>
		SIZE MODIFIER	<b>+0</b>
		MISC. MODIFIER	

<b>MELEE</b> ATTACK BONUS	<b>+11/+6</b>	<b>BASE ATTACK BONUS</b>	<b>+7/+2</b>	<b>STR MODIFIER</b>	<b>+4</b>	<b>SIZE MODIFIER</b>	<b>+0</b>	<b>MISC. MODIFIER</b>	<b>+0</b>	<b>TEMP. MODIFIER</b>	
<b>RANGED</b> ATTACK BONUS	<b>+7/+2</b>	<b>BASE ATTACK BONUS</b>	<b>+7/+2</b>	<b>DEX MODIFIER</b>	<b>+0</b>	<b>SIZE MODIFIER</b>	<b>+0</b>	<b>MISC. MODIFIER</b>	<b>+0</b>	<b>TEMP. MODIFIER</b>	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Longsword</b>	<b>+13/+8</b>	<b>1d8+5 (+1d6 cold)</b>	<b>19-20/x2</b>
RANGE	WEIGHT	TYPE	SIZE
	<b>4 lb</b>	<b>S</b>	<b>Medium</b>
SPECIAL PROPERTIES <b>One-handed</b>			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION

PROFICIENCY	SKILLS		MAX RANKS		10 / 5	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/>	Appraise <sup>1</sup>	INT	<b>-2</b>	<b>-2</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Balance <sup>1</sup>	DEX*	<b>-6</b>	<b>+</b>	<b>+</b>	<b>-6</b>
<input checked="" type="checkbox"/>	Bluff <sup>1</sup>	CHA	<b>+2</b>	<b>+</b>	<b>+</b>	<b>+</b>
<input type="checkbox"/>	Climb <sup>1</sup>	STR*	<b>+0</b>	<b>+</b>	<b>2</b>	<b>-6</b>
<input checked="" type="checkbox"/>	Concentration <sup>1</sup>	CON	<b>+2</b>	<b>+</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Craft skills... <sup>1</sup>	INT	<b>-2</b>	<b>-2</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Diplomacy <sup>1</sup>	CHA	<b>+2</b>	<b>+</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Disguise <sup>1</sup>	CHA	<b>+2</b>	<b>+</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Escape Artist <sup>1</sup>	DEX*	<b>-6</b>	<b>+</b>	<b>+</b>	<b>-6</b>
<input checked="" type="checkbox"/>	Forgery <sup>1</sup>	INT	<b>-2</b>	<b>-2</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Gather Information <sup>1</sup>	CHA	<b>+2</b>	<b>+</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Heal <sup>1</sup>	WIS	<b>-1</b>	<b>-1</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Hide <sup>1</sup>	DEX*	<b>-6</b>	<b>+</b>	<b>+</b>	<b>-6</b>
<input type="checkbox"/>	Intimidate <sup>1</sup>	CHA	<b>+10</b>	<b>+</b>	<b>8</b>	<b>+</b>
<input type="checkbox"/>	Jump <sup>1</sup>	STR*	<b>-8</b>	<b>+</b>	<b>+</b>	<b>-7</b>
<input checked="" type="checkbox"/>	Listen <sup>1</sup>	WIS	<b>-1</b>	<b>-1</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Move Silently <sup>1</sup>	DEX*	<b>-6</b>	<b>+</b>	<b>+</b>	<b>-6</b>
<input checked="" type="checkbox"/>	Perform skills ... <sup>1</sup>	CHA	<b>+2</b>	<b>+</b>	<b>+</b>	<b>+</b>
<input type="checkbox"/>	Ride <sup>1</sup>	DEX	<b>+0</b>	<b>+</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Search <sup>1</sup>	INT	<b>-2</b>	<b>-2</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Sense Motive <sup>1</sup>	WIS	<b>-1</b>	<b>-1</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Spot <sup>1</sup>	WIS	<b>-1</b>	<b>-1</b>	<b>+</b>	<b>+</b>
<input checked="" type="checkbox"/>	Survival <sup>1</sup>	WIS	<b>-1</b>	<b>-1</b>	<b>+</b>	<b>+</b>
<input type="checkbox"/>	Swim <sup>1</sup>	STR**	<b>-8</b>	<b>+</b>	<b>+</b>	<b>-12</b>
<input checked="" type="checkbox"/>	Use Rope <sup>1</sup>	DEX	<b>+0</b>	<b>+</b>	<b>+</b>	<b>+</b>

Skills marked with<sup>1</sup> 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.

