

# Archer

CHARACTER NAME

Fighter

CLASS

4

LEVEL

Medium

SIZE

Human

RACE

Humanoid (Human)

TYPE

PLAYER

Male

GENDER

24

AGE

Chaotic Good

ALIGNMENT

5'10"

HEIGHT

180 lbs

WEIGHT

REGION

DEITY

EYES

HAIR



## CHARACTER RECORD SHEET

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

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>HP</b> HIT POINTS	36		30 ft/x4
<b>AC</b> ARMOR CLASS	20 = 10 + +5 + +1 + +4 + +0 + +0 + +0 + +0		
<b>TOUCH</b> ARMOR CLASS	14	<b>FLAT-FOOTED</b> ARMOR CLASS	16
<b>INITIATIVE</b> MODIFIER	+8 = +4 + +4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	+6 = +4 + +2 + +0 + +0 +						
<b>REFLEX</b> (DEXTERITY)	+5 = +1 + +4 + +0 + +0 +						
<b>WILL</b> (WISDOM)	+0 = +1 + -1 + +0 + +0 +						

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED
+4	+6 = +4 + +2 + +0 + +0	+6 = +4 + +2 + +0 + +0	+8 = +4 + +4 + +0 + +0

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow [+2]	+10	1d8+5	20/x3
Masterwork heavy flail	+6	1d10+3	19-20/x2
+1 Composite Longbow [+2]	+11	1d8+6	20/x3
+1 Composite Longbow [+2]	+8/+8	1d8+5	20/x3
+1 Composite Longbow [+2]	+9/+9	1d8+6	20/x3

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AMMUNITION

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AMMUNITION

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	+4	4	+	+
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	-1	-1	+	+
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+8	2	6	+
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	+2	2	+	+
<input type="checkbox"/> Craft skills... <sup>1</sup>	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	-1	-1	+	+
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	-1	-1	+	+
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+4	4	+	+
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	-1	-1	+	+
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	-1	-1	+	+
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	+4	4	+	+
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	+3	-1	4	+
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+6	2	4	+
<input checked="" type="checkbox"/> Listen <sup>1</sup>	WIS	-1	-1	+	+
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+4	4	+	+
<input checked="" type="checkbox"/> Perform skills ... <sup>1</sup>	CHA	-1	-1	+	+
<input type="checkbox"/> Ride <sup>1</sup>	DEX	+4	4	+	+
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	-1	-1	+	+
<input checked="" type="checkbox"/> Spot <sup>1</sup>	WIS	-1	-1	+	+
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	-1	-1	+	+
<input type="checkbox"/> Swim <sup>1</sup>	STR**	+2	2	+	+
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	+4	4	+	+

Skills marked with<sup>1</sup> can be used normally even if the character has zero (0) skill ranks.

Skills marked with<sup>2</sup> are cross-class skills.

\* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.

