

**Patchy**

CHARACTER NAME  
**Cleric**  
 CLASS  
**7**  
 LEVEL  
**Small**  
 SIZE  
**Gnome(Rock)**  
 RACE  
**Humanoid (Gnome)**  
 TYPE

PLAYER  
**Male**  
 GENDER  
**64**  
 AGE  
**Neutral Good**  
 ALIGNMENT  
**3'3"**  
 HEIGHT  
**43 lbs**  
 WEIGHT

REGION  
**Dol Arrah**  
 DEITY  
 EYES  
 HAIR



**CHARACTER RECORD SHEET**

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|----------------------------|---------------|------------------|-------------|----------------|
| <b>STR</b><br>STRENGTH     | <b>6</b>      | <b>-2</b>        |             |                |
| <b>DEX</b><br>DEXTERITY    | <b>12</b>     | <b>+1</b>        |             |                |
| <b>CON</b><br>CONSTITUTION | <b>16</b>     | <b>+3</b>        |             |                |
| <b>INT</b><br>INTELLIGENCE | <b>10</b>     | <b>+0</b>        |             |                |
| <b>WIS</b><br>WISDOM       | <b>16</b>     | <b>+3</b>        |             |                |
| <b>CHA</b><br>CHARISMA     | <b>13</b>     | <b>+1</b>        |             |                |

| TOTAL                                 | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED               |
|---------------------------------------|-------------------|------------------|---------------------|
| <b>HP</b><br>HIT POINTS<br><b>59</b>  |                   |                  | <b>20 ft/x4</b>     |
| <b>AC</b><br>ARMOR CLASS<br><b>20</b> | <b>10</b>         | <b>+5</b>        | <b>+2</b>           |
|                                       | ARMOR BONUS       | SHIELD BONUS     | DEX MODIFIER        |
|                                       |                   |                  | SIZE MODIFIER       |
|                                       |                   |                  | NATURAL ARMOR       |
|                                       |                   |                  | DEFLECT MOD         |
|                                       |                   |                  | MISC MOD            |
|                                       |                   |                  | ARMOR CHECK PENALTY |
|                                       |                   |                  | DAMAGE REDUCTION    |

| TOTAL       | FLAT-FOOTED | TOUCH    | INITIATIVE     |
|-------------|-------------|----------|----------------|
| <b>13</b>   | <b>19</b>   |          | <b>+1</b>      |
| ARMOR CLASS | ARMOR CLASS | MODIFIER | DEX MODIFIER   |
|             |             |          | MISC. MODIFIER |

| SAVING THROWS                      | TOTAL      | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|------------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | <b>+10</b> | <b>+5</b> | <b>+3</b>        | <b>+2</b>      | <b>+0</b>      |                |                       |
| <b>REFLEX</b><br>(DEXTERITY)       | <b>+5</b>  | <b>+2</b> | <b>+1</b>        | <b>+2</b>      | <b>+0</b>      |                |                       |
| <b>WILL</b><br>(WISDOM)            | <b>+10</b> | <b>+5</b> | <b>+3</b>        | <b>+2</b>      | <b>+0</b>      |                |                       |

| BASE ATTACK BONUS | GRAPPLE     | MELEE        | RANGED        | SPELL RESISTANCE | ARCANE SPELL FAILURE |
|-------------------|-------------|--------------|---------------|------------------|----------------------|
| <b>+5</b>         | <b>-1</b>   | <b>+4</b>    | <b>+7</b>     |                  |                      |
| TEMP. MODIFIER    | BASE ATTACK | STR MODIFIER | SIZE MODIFIER |                  |                      |
|                   |             |              |               |                  |                      |

| TOTAL     | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER |
|-----------|-------------------|--------------|---------------|----------------|----------------|
| <b>+4</b> | <b>+5</b>         | <b>-2</b>    | <b>+1</b>     | <b>+0</b>      |                |
|           |                   |              |               |                |                |

| WEAPON                                  | TOTAL ATTACK BONUS | DAMAGE       | CRITICAL     |
|---|--------------------|--------------|--------------|
| Club                                    | <b>+4</b>          | <b>1d4-2</b> | <b>20/x2</b> |
| RANGE                                   | WEIGHT             | TYPE         | SIZE         |
| 10 ft                                   | 1.5 lb             | B            | Small        |
| SPECIAL PROPERTIES<br><b>One-handed</b> |                    |              |              |

AMMUNITION

| WEAPON                                  | TOTAL ATTACK BONUS | DAMAGE       | CRITICAL     |
|---|--------------------|--------------|--------------|
| Shortbow                                | <b>+3</b>          | <b>1d4-2</b> | <b>20/x3</b> |
| RANGE                                   | WEIGHT             | TYPE         | SIZE         |
| 60 ft                                   | 1 lb               | P            | Small        |
| SPECIAL PROPERTIES<br><b>Two-handed</b> |                    |              |              |

AMMUNITION <sup>20</sup>

| 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

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

AMMUNITION

| PROFICIENCY                         | SKILLS                          |             | MAX RANKS      |                  | 10 / 5    |
|-------------------------------------|---------------------------------|-------------|----------------|------------------|-----------|
|                                     | SKILL NAME                      | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS     |
| <input checked="" type="checkbox"/> | Appraise <sup>1</sup>           | INT         | <b>+0</b>      |                  |           |
| <input checked="" type="checkbox"/> | Balance <sup>1</sup>            | DEX*        | <b>+0</b>      | <b>1</b>         | <b>-1</b> |
| <input checked="" type="checkbox"/> | Bluff <sup>1</sup>              | CHA         | <b>+1</b>      | <b>1</b>         |           |
| <input checked="" type="checkbox"/> | Climb <sup>1</sup>              | STR*        | <b>-3</b>      | <b>-2</b>        | <b>-1</b> |
| <input type="checkbox"/>            | Concentration <sup>1</sup>      | CON         | <b>+13</b>     | <b>3</b>         | <b>10</b> |
| <input type="checkbox"/>            | Craft skills... <sup>1</sup>    | INT         | <b>+0</b>      |                  |           |
| <input type="checkbox"/>            | Diplomacy <sup>1</sup>          | CHA         | <b>+1</b>      | <b>1</b>         |           |
| <input checked="" type="checkbox"/> | Disguise <sup>1</sup>           | CHA         | <b>+1</b>      | <b>1</b>         |           |
| <input checked="" type="checkbox"/> | Escape Artist <sup>1</sup>      | DEX*        | <b>+0</b>      | <b>1</b>         | <b>-1</b> |
| <input checked="" type="checkbox"/> | Forgery <sup>1</sup>            | INT         | <b>+0</b>      |                  |           |
| <input checked="" type="checkbox"/> | Gather Information <sup>1</sup> | CHA         | <b>+1</b>      | <b>1</b>         |           |
| <input type="checkbox"/>            | Heal <sup>1</sup>               | WIS         | <b>+9</b>      | <b>3</b>         | <b>6</b>  |
| <input checked="" type="checkbox"/> | Hide <sup>1</sup>               | DEX*        | <b>+4</b>      | <b>1</b>         | <b>3</b>  |
| <input checked="" type="checkbox"/> | Intimidate <sup>1</sup>         | CHA         | <b>+1</b>      | <b>1</b>         |           |
| <input checked="" type="checkbox"/> | Jump <sup>1</sup>               | STR*        | <b>-9</b>      | <b>-2</b>        | <b>-7</b> |
| <input type="checkbox"/>            | Knowledge (religion)            | INT         | <b>+4</b>      |                  | <b>4</b>  |
| <input checked="" type="checkbox"/> | Listen <sup>1</sup>             | WIS         | <b>+5</b>      | <b>3</b>         | <b>2</b>  |
| <input checked="" type="checkbox"/> | Move Silently <sup>1</sup>      | DEX*        | <b>+0</b>      | <b>1</b>         | <b>-1</b> |
| <input checked="" type="checkbox"/> | Perform skills ... <sup>1</sup> | CHA         | <b>+1</b>      | <b>1</b>         |           |
| <input checked="" type="checkbox"/> | Ride <sup>1</sup>               | DEX         | <b>+1</b>      | <b>1</b>         |           |
| <input checked="" type="checkbox"/> | Search <sup>1</sup>             | INT         | <b>+0</b>      |                  |           |
| <input checked="" type="checkbox"/> | Sense Motive <sup>1</sup>       | WIS         | <b>+3</b>      | <b>3</b>         |           |
| <input checked="" type="checkbox"/> | Spot <sup>1</sup>               | WIS         | <b>+3</b>      | <b>3</b>         |           |
| <input checked="" type="checkbox"/> | Survival <sup>1</sup>           | WIS         | <b>+3</b>      | <b>3</b>         |           |
| <input checked="" type="checkbox"/> | Swim <sup>1</sup>               | STR**       | <b>-4</b>      | <b>-2</b>        | <b>-2</b> |
| <input checked="" type="checkbox"/> | Use Rope <sup>1</sup>           | DEX         | <b>+1</b>      | <b>1</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.

