

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	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	6	-2			59			20 ft/x4
DEX DEXTERITY	12	+1			20	10 + +5 + +2 + +1 + +1 + +0 + +0 + +1	-1	
CON CONSTITUTION	16	+3						
INT INTELLIGENCE	10	+0						
WIS WISDOM	16	+3						
CHA CHARISMA	13	+1						

HP HIT POINTS	AC ARMOR CLASS	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	SKILLS	MAX RANKS	10 / 5
				SKILL NAME	KEY ABILITY	SKILL MODIFIER

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER
		+1	+1	

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

BASE ATTACK BONUS	+5	TEMP. MODIFIER	SPELL RESISTANCE	ARCANE SPELL FAILURE

GRAPPLE	MODIFIER	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	-1	+5	-2	-4	+0		

MELEE	ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
		+4	+5	-2	+1	+0	

RANGED	ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
		+7	+5	+1	+1	+0	

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

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

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

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

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

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
Skills marked with² are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

