



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	8	-1		
DEX DEXTERITY	20	+5		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	12	+1		
WIS WISDOM	10	+0		
CHA CHARISMA	6	-2		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	23		20ft

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION
AC ARMOR CLASS	10	+5	+0	+5	+1	+0	+1	+0	-2

TOTAL	ARMOR CLASS	ARMOR CLASS
TOUCH	17	FLAT-FOOTED 17

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	+5	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+4	+4	+0	+0	+0		
REFLEX (DEXTERITY)	+9	+4	+5	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

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

TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+3	+4	-1	+1	+0
RANGED ATTACK BONUS	+9	+4	+5	+1	+0

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow	10	1d6	20/x3
Range: 110 ft, Weight: 1.5 lb, Type: P, Size: Small	Special Properties: (+1 to hit & damage within 30')		
AMMUNITION: □□□□ □□□□ □□□□ □□□□			
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Composite Longbow +1 (Rapid Shot)	(+8/+8)	1d6	20/x3
Range: 110 ft, Weight: 1.5 lb, Type: P, Size: Small	Special Properties: (+1 to hit & damage within 30')		
AMMUNITION: □□□□ □□□□ □□□□ □□□□			
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Greatclub	3	1d8-1	20/x2
Range: 4 lb, Type: B, Size: Small	Special Properties: Two-handed		
AMMUNITION: □□□□ □□□□ □□□□ □□□□			
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Splash Weapon	+9	*	20/x2
Range: Weight: Type: Size: Special Properties:	Medium (+1 to hit & damage within 30')		
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	+1	1
<input checked="" type="checkbox"/>	Balance ¹	DEX*	+3	5
<input type="checkbox"/>	Bluff ¹	CHA	-2	-2
<input type="checkbox"/>	Climb ¹	STR*	-3	-1
<input type="checkbox"/>	Concentration ¹	CON	+0	
<input type="checkbox"/>	Craft skills... ¹	INT	+1	1
<input checked="" type="checkbox"/>	Diplomacy ¹	CHA	-2	-2
<input checked="" type="checkbox"/>	Disguise ¹	CHA	-2	-2
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	+3	5
<input checked="" type="checkbox"/>	Forgery ¹	INT	+1	1
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	-2	-2
<input type="checkbox"/>	Heal ¹	WIS	+0	
<input type="checkbox"/>	Hide ¹	DEX*	+14	5
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	-2	-2
<input type="checkbox"/>	Jump ¹	STR*	-3	-1
<input type="checkbox"/>	Knowledge (dungeoneering)	INT	+4	1
<input type="checkbox"/>	Knowledge (geography)	INT	+7	1
<input type="checkbox"/>	Knowledge (nature)	INT	+9	1
<input type="checkbox"/>	Listen ¹	WIS	+4	4
<input type="checkbox"/>	Move Silently ¹	DEX*	+10	5
<input checked="" type="checkbox"/>	Perform skills... ¹	CHA	-2	-2
<input type="checkbox"/>	Ride ¹	DEX	+5	5
<input type="checkbox"/>	Search ¹	INT	+1	1
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+0	
<input type="checkbox"/>	Spot ¹	WIS	+7	7
<input type="checkbox"/>	Survival ¹	WIS	+7	7
<input type="checkbox"/>	Swim ¹	STR**	-5	-1
<input type="checkbox"/>	Use Rope ¹	DEX	+7	5

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.

