

Archer

CHARACTER NAME

Fighter

Human

PLAYER

Male

Chaotic Good

REGION

CLASS
4

Medium

Humanoid (Human)

GENDER
24

ALIGNMENT
5'10"

180 lbs

DEITY

LEVEL



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Includes STR (14, +2), DEX (18, +4), CON (14, +2), INT (8, -1), WIS (8, -1), and CHA (8, -1).

HP (36) and AC (20) breakdown. AC is calculated as 10 + 5 (armor) + 1 (shield) + 4 (dex) + 0 (size) + 0 (natural) + 0 (deflect) + 0 (misc).

Speed: 30 ft/x4

TOUCH (14) and FLAT-FOOTED (16) armor class values.

INITIATIVE (+8) breakdown: +8 total = +4 dex + +4 misc.

Saving Throws: FORTITUDE (+6), REFLEX (+5), WILL (+0). Includes breakdowns for Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temp. Modifier.

BASE ATTACK BONUS (+4) and GRAPPLE (+6) breakdowns. Includes SPELL RESISTANCE and ARCANE SPELL FAILURE.

MELEE (+6) and RANGED (+8) attack bonuses with breakdowns for Base Attack Bonus, STR/Dex Modifier, Size Modifier, Misc. Modifier, and Temp. Modifier.

WEAPON: +1 Composite Longbow [+2]. Total Attack Bonus: +10. Damage: 1d8+5. Critical: 20/x3. Range: 110 ft, Weight: 3 lb, Type: P, Size: Medium, Special Properties: Two-handed.

WEAPON: Masterwork heavy flail. Total Attack Bonus: +6. Damage: 1d10+3. Critical: 19-20/x2. Range: 10 lb, Weight: 3 lb, Type: B, Size: Medium, Special Properties: Two-handed.

WEAPON: +1 Composite Longbow [+2]. Total Attack Bonus: +11. Damage: 1d8+6. Critical: 20/x3. Range: 110 ft, Weight: 3 lb, Type: P, Size: Medium, Special Properties: Two-handed, Within 30'.

WEAPON: +1 Composite Longbow [+2]. Total Attack Bonus: +8/+8. Damage: 1d8+5. Critical: 20/x3. Range: 110 ft, Weight: 3 lb, Type: P, Size: Medium, Special Properties: Two-handed, Rapid Shot.

WEAPON: +1 Composite Longbow [+2]. Total Attack Bonus: +9/+9. Damage: 1d8+6. Critical: 20/x3. Range: 110 ft, Weight: 3 lb, Type: P, Size: Medium, Special Properties: Two-handed, Within 30', Rapid Shot.

WEAPON: Empty weapon entry table.

AMMUNITION: Empty ammunition entry table.

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc. Modifier. Lists skills like Appraise, Balance, Bluff, Climb, Concentration, Craft skills, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Perform skills, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope.

Skills marked with 1 can be used normally even if the character has zero (0) skill ranks. Skills marked with 2 are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

