

CHARACTER NAME: Paladin
 CLASS: 4
 LEVEL: Medium

PLAYER: Xen'drik
 REGION: The Silver Flame
 RACE: Half-Orc
 ALIGNMENT: Lawful Good
 GENDER: Male
 AGE: 0
 HEIGHT: _____
 WEIGHT: _____



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	16	+3		
DEX DEXTERITY	10	+0		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	8	-1		
WIS WISDOM	14	+2		
CHA CHARISMA	10	+0		

HP HIT POINTS	36	WOUNDS/CURRENT HP		NONLETHAL DAMAGE							
AC ARMOR CLASS	21	TOTAL	10	+9	+2	+0	+0	+0	+0	+0	

SPEED: **20 ft/x3**

TOUCH ARMOR CLASS	10	FLAT-FOOTED ARMOR CLASS	21
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INITIATIVE MODIFIER	+0	TOTAL	+0	DEX MODIFIER	+0	MISC. MODIFIER	
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+6	+4	+2	+0	+0		
REFLEX (DEXTERITY)	+1	+1	+0	+0	+0		
WILL (WISDOM)	+3	+1	+2	+0	+0		

BASE ATTACK BONUS	+4	SPELL RESISTANCE	
GRAPPLE MODIFIER	+7	TOTAL	+4
		BASE ATTACK	+4
		STR MODIFIER	+3
		SIZE MODIFIER	+0
		MISC. MODIFIER	+0
		TEMP. MODIFIER	
		ARCANE SPELL FAILURE	

MELEE ATTACK BONUS	+7	TOTAL	+4	STR MODIFIER	+3	SIZE MODIFIER	+0	MISC. MODIFIER	+0	TEMP. MODIFIER	
RANGED ATTACK BONUS	+4	TOTAL	+4	DEX MODIFIER	+0	SIZE MODIFIER	+0	MISC. MODIFIER	+0	TEMP. MODIFIER	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longsword	+9	1d8+4	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES			
One-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Javelin(Thrown)	+4	1d6+3	20/x2
RANGE	WEIGHT	TYPE	SIZE
30 ft	2 lb	P	Medium
SPECIAL PROPERTIES			
Thrown			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Composite Longbow	+4	1d8	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			

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	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
<input checked="" type="checkbox"/>	Appraise ¹	INT	-1	-1
<input checked="" type="checkbox"/>	Balance ¹	DEX*	-7	
<input checked="" type="checkbox"/>	Bluff ¹	CHA	+0	
<input checked="" type="checkbox"/>	Climb ¹	STR*	-4	3
<input type="checkbox"/>	Concentration ¹	CON	+2	2
<input type="checkbox"/>	Craft skills... ¹	INT	-1	-1
<input type="checkbox"/>	Diplomacy ¹	CHA	+0	
<input checked="" type="checkbox"/>	Disguise ¹	CHA	+0	
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	-7	
<input checked="" type="checkbox"/>	Forgery ¹	INT	-1	-1
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	+0	
<input type="checkbox"/>	Heal ¹	WIS	+3	2
<input checked="" type="checkbox"/>	Hide ¹	DEX*	-7	
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	+0	
<input checked="" type="checkbox"/>	Jump ¹	STR*	-10	3
<input type="checkbox"/>	Knowledge (religion)	INT	+3	-1
<input checked="" type="checkbox"/>	Listen ¹	WIS	+2	2
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	-7	
<input checked="" type="checkbox"/>	Perform skills ... ¹	CHA	+0	
<input type="checkbox"/>	Ride ¹	DEX	+1	1
<input checked="" type="checkbox"/>	Search ¹	INT	-1	-1
<input type="checkbox"/>	Sense Motive ¹	WIS	+3	2
<input checked="" type="checkbox"/>	Spot ¹	WIS	+2	2
<input checked="" type="checkbox"/>	Survival ¹	WIS	+2	2
<input checked="" type="checkbox"/>	Swim ¹	STR**	-11	3
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+0	

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.

