

CHARACTER NAME		Fighter		Human	
CLASS		4		RACE	
LEVEL		Medium		Humanoid (Human)	
		SIZE		TYPE	

PLAYER			REGION	
Male		Neutral		
GENDER		ALIGNMENT		
0		DEITY		
AGE		HEIGHT		HAIR
		WEIGHT		EYES



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>		
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>		
<b>CON</b>	<b>14</b>	<b>+2</b>		

  

**HP**  
HIT POINTS

**AC**  
ARMOR CLASS

TOTAL	<b>36</b>	<b>WOUNDS/CURRENT HP</b>				<b>NONLETHAL DAMAGE</b>							<b>SPEED</b>							
													20 ft/x4							
TOTAL	<b>20</b>	=	<b>10</b>	+	<b>+6</b>	+	<b>+2</b>	+	<b>+2</b>	+	<b>+0</b>	+	<b>+0</b>	+	<b>+0</b>	+	<b>+0</b>		<b>-4</b>	
					ARMOR BONUS				SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECT MOD		MISC MOD	
																		ARMOR CHECK PENALTY		DAMAGE REDUCTION

WISDOM		DEXTERITY		CONSTITUTION	
INT INTELLIGENCE	8	-1			
WIS WISDOM	8	-1			
CHA CHARISMA	8	-1			

  

TOUCH ARMOR CLASS		12	FLAT-FOOTED ARMOR CLASS		18
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INITIATIVE MODIFIER		+2	=	+2	+	
		TOTAL		DEX MODIFIER		MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	<b>+4</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	<b>+1</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>		
<b>WILL</b> (WISDOM)	<b>+0</b>	<b>+1</b>	<b>-1</b>	<b>+0</b>	<b>+0</b>		

The diagram illustrates the calculation of a total attack bonus. It shows a 'BASE ATTACK BONUS' of +4 and a 'GRAPPLE MODIFIER' of +8. A calculation shows that the +8 modifier is composed of a +4 base modifier, a +4 strength modifier, and two +0 modifiers for size and miscellaneous factors. To the right, there are boxes for 'SPELL RESISTANCE' and 'ARCANE SPELL FAILURE'.

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
<b>MELEE</b> ATTACK BONUS	<b>+8</b>	<b>+4</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>	
<b>RANGED</b> ATTACK BONUS	<b>+6</b>	<b>+4</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>	
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
+1 Longsword		+10		1d8+7	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
	4 lb	S	Medium	One-handed	

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WEAPON		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
Warhammer		+8		1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
	5 lb	B	Medium	One-handed	

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WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
Javelin(Thrown)			+6		1d6+4	20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
30 ft	2 lb	P	Medium	Thrown		

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

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

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

[illegible]

	KEY ABILITY		SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC. MODIFIER
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<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	<u>-2</u>	=	2	+		+	-4
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Climb <sup>1</sup>	STR*	<u>+7</u>	=	4	+	7	+	-4
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	<u>+2</u>	=	2	+		+	
<input type="checkbox"/> Craft skills... <sup>1</sup>	INT	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	<u>-2</u>	=	2	+		+	-4
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	<u>-2</u>	=	2	+		+	-4
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	<u>+6</u>	=	-1	+	7	+	
<input type="checkbox"/> Jump <sup>1</sup>	STR*	<u>-6</u>	=	4	+		+	-10
<input checked="" type="checkbox"/> Listen <sup>1</sup>	WIS	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	<u>-2</u>	=	2	+		+	-4
<input checked="" type="checkbox"/> Perform skills ... <sup>1</sup>	CHA	<u>-1</u>	=	-1	+		+	
<input type="checkbox"/> Ride <sup>1</sup>	DEX	<u>+2</u>	=	2	+		+	
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	<u>-1</u>	=	-1	+		+	
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	<u>+1</u>	=	-1	+		+	2
<input checked="" type="checkbox"/> Spot <sup>1</sup>	WIS	<u>-1</u>	=	-1	+		+	
<input type="checkbox"/> Survival <sup>1</sup>	WIS	<u>-1</u>	=	-1	+		+	
<input type="checkbox"/> Swim <sup>1</sup>	STR**	<u>-4</u>	=	4	+		+	-8
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	<u>+2</u>	=	2	+		+	

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.

