

CHARACTER NAME
Fighter
CLASS
3
LEVEL
Medium
SIZE
Gnoll
RACE
Humanoid (Gnoll)
TYPE

PLAYER
Male
RACE
Neutral
ALIGNMENT
0
GENDER
0
AGE
0
HEIGHT
0
WEIGHT
0
EYES
0
HAIR
0



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	20	+5		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	9	-1		
WIS WISDOM	10	+0		
CHA CHARISMA	6	-2		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE
HP HIT POINTS 31		
AC ARMOR CLASS 19	10 + +6 + +0 + +2 + +0 + +1 + +0 + +0	
	ARMOR BONUS	SHIELD BONUS
	DEX MODIFIER	SIZE MODIFIER
	NATURAL ARMOR	DEFLECT MOD
	MISC MOD	

SPEED	ARMOR CHECK PENALTY	DAMAGE REDUCTION
20 ft/x4	-3	

TOUCH	FLAT-FOOTED	INITIATIVE
12	17	+2
ARMOR CLASS	ARMOR CLASS	MODIFIER
		TOTAL
		DEX MODIFIER
		MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+6	+3	+3	+0	+0	
REFLEX (DEXTERITY)	+3	+1	+2	+0	+0	
WILL (WISDOM)	+1	+1	+0	+0	+0	

BASE ATTACK BONUS	GRAPPLE	SPELL RESISTANCE	ARCANE SPELL FAILURE
+3	+8		
	MODIFIER		
	TOTAL		
	BASE ATTACK		
	STR MODIFIER		
	SIZE MODIFIER		
	MISC. MODIFIER		

MELEE	RANGED
+8	+5
ATTACK BONUS	ATTACK BONUS
TOTAL	TOTAL
BASE ATTACK BONUS	BASE ATTACK BONUS
STR MODIFIER	DEX MODIFIER
SIZE MODIFIER	SIZE MODIFIER
MISC. MODIFIER	MISC. MODIFIER
TEMP. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Greataxe	+10	1d12+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
	12 lb	S	Medium
SPECIAL PROPERTIES Two-handed			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork heavy flail	+9	1d10+7	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	10 lb	B	Medium
SPECIAL PROPERTIES Two-handed			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork spear	+9	1d8+7	20/x3
RANGE	WEIGHT	TYPE	SIZE
20 ft	6 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

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	7/3.5
<input checked="" type="checkbox"/> Appraise ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Balance ¹	DEX*	-1	2	+	-3
<input checked="" type="checkbox"/> Bluff ¹	CHA	-2	-2	+	+
<input type="checkbox"/> Climb ¹	STR*	+3	5	1	-3
<input checked="" type="checkbox"/> Concentration ¹	CON	+3	3	+	+
<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*	-1	2	+	-3
<input checked="" type="checkbox"/> Forgery ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-2	-2	+	+
<input checked="" type="checkbox"/> Heal ¹	WIS	+0	+	+	+
<input checked="" type="checkbox"/> Hide ¹	DEX*	-1	2	+	-3
<input type="checkbox"/> Intimidate ¹	CHA	-2	-2	+	+
<input type="checkbox"/> Jump ¹	STR*	-1	5	3	-9
<input checked="" type="checkbox"/> Listen ¹	WIS	+0	+	+	+
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	-1	2	+	-3
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	-2	-2	+	+
<input type="checkbox"/> Ride ¹	DEX	+2	2	+	+
<input checked="" type="checkbox"/> Search ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0	+	+	+
<input checked="" type="checkbox"/> Speak Language	INT	+	+	1	+
<input checked="" type="checkbox"/> Spot ¹	WIS	+0	+	+	+
<input checked="" type="checkbox"/> Survival ¹	WIS	+0	+	+	+
<input type="checkbox"/> Swim ¹	STR**	-1	5	+	-6
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+2	2	+	+

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.

