

Klabon

CHARACTER NAME
Knight
 CLASS
7
 LEVEL
Medium
 SIZE
Orc
 RACE
Humanoid (Orc)
 TYPE

PLAYER
Male
 GENDER
Lawful Good
 ALIGNMENT
0
 AGE
 HEIGHT
 WEIGHT
 EYES
 HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			84			30ft/x3
DEX DEXTERITY	10	+0			26	10	+10	+4
CON CONSTITUTION	14	+2			26	+0	+0	+1
INT INTELLIGENCE	7	-2			11	FLAT-FOOTED	26	+0
WIS WISDOM	8	-1						-6
CHA CHARISMA	14	+2						

ARMOR CLASS	TOUCH	FLAT-FOOTED	ARMOR CLASS	SKILLS	MAX RANKS	10 / 5
26	11	FLAT-FOOTED	26			

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER
+0	+0	+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+4	+2	+2	+0	+0		
REFLEX (DEXTERITY)	+2	+2	+0	+0	+0		
WILL (WISDOM)	+4	+5	-1	+0	+0		

BASE ATTACK BONUS	+7/+2	TEMP.	SPELL RESISTANCE	
GRAPPLE MODIFIER	+11	+7	+4	+0
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER

MELEE	ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
+11/+6	+7/+2	+4	+0	+0			
RANGED	ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
+7/+2	+7/+2	+0	+0	+0			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longsword	+13/+8	1d8+5 (+1d6 cold)	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES			
One-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			

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

AMMUNITION

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	-2	-2		
<input checked="" type="checkbox"/> Balance ¹	DEX*	-6			-6
<input checked="" type="checkbox"/> Bluff ¹	CHA	+2	2		
<input type="checkbox"/> Climb ¹	STR*	+0	4	2	-6
<input checked="" type="checkbox"/> Concentration ¹	CON	+2	2		
<input checked="" type="checkbox"/> Craft skills... ¹	INT	-2	-2		
<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*	-6			-6
<input checked="" type="checkbox"/> Forgery ¹	INT	-2	-2		
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+2	2		
<input checked="" type="checkbox"/> Heal ¹	WIS	-1	-1		
<input checked="" type="checkbox"/> Hide ¹	DEX*	-6			-6
<input type="checkbox"/> Intimidate ¹	CHA	+10	2	8	
<input type="checkbox"/> Jump ¹	STR*	-8	4		-7
<input checked="" type="checkbox"/> Listen ¹	WIS	-1	-1		
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	-6			-6
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	+2	2		
<input type="checkbox"/> Ride ¹	DEX	+0			
<input checked="" type="checkbox"/> Search ¹	INT	-2	-2		
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	-1	-1		
<input checked="" type="checkbox"/> Spot ¹	WIS	-1	-1		
<input checked="" type="checkbox"/> Survival ¹	WIS	-1	-1		
<input type="checkbox"/> Swim ¹	STR**	-8	4		-12
<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 with² are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

