

# Cannon

CHARACTER NAME

Wizard

CLASS

7

LEVEL

Medium

SIZE

Warforged

RACE

Construct (Living Construct)

TYPE

PLAYER

Female

GENDER

0

AGE

Lawful Neutral

ALIGNMENT

REGION

DEITY

EYES

HAIR



## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	8	-1		
<b>DEX</b> DEXTERITY	12	+1		
<b>CON</b> CONSTITUTION	16	+3		
<b>INT</b> INTELLIGENCE	18	+4		
<b>WIS</b> WISDOM	6	-2		
<b>CHA</b> CHARISMA	8	-1		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	40	
TOTAL	15	10 + +2 + +0 + +1 + +0 + +1 + +0 + +1
<b>AC</b> ARMOR CLASS		
TOTAL	12	FLAT-FOOTED 14
<b>TOUCH</b> ARMOR CLASS		

SPEED	30 ft/x4
ARMOR CHECK PENALTY	
DAMAGE REDUCTION	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	+7	+2	+3	+2	+0	
<b>REFLEX</b> (DEXTERITY)	+5	+2	+1	+2	+0	
<b>WILL</b> (WISDOM)	+5	+5	-2	+2	+0	

BASE ATTACK BONUS		+3		TEMP. MODIFIER		SPELL RESISTANCE								
GRAPPLE MODIFIER		+2	=	+3	+	-1	+	+0	+	+0	ARCANE SPELL FAILURE		5%	
		TOTAL		BASE ATTACK		STR MODIFIER		SIZE MODIFIER		MISC. MODIFIER				

MELEE	+2	+3	-1	+0	+0	
ATTACK BONUS		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
TOTAL						

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Ray	+4	*	20/x2
RANGE	WEIGHT	TYPE	SIZE
		*	Medium
SPECIAL PROPERTIES	Two-handed		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Light Crossbow +1	5	1d8+1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
80 ft	4 lb	P	Medium
SPECIAL PROPERTIES	Two-handed		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+2	1d4-1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
10 ft	1 lb	P/S	Medium
SPECIAL PROPERTIES	One-handed		

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

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

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	+4	= 4	+	
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	+1	= 1	+	
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	-1	= -1	+	
<input checked="" type="checkbox"/> Climb <sup>1</sup>	STR*	-1	= -1	+	
<input type="checkbox"/> Concentration <sup>1</sup>	CON	+13	= 3	+	10
<input type="checkbox"/> Craft skills... <sup>1</sup>	INT	+4	= 4	+	
<input type="checkbox"/> Decipher Script	INT	+11	= 4	+	7
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	-1	= -1	+	
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	-1	= -1	+	
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+1	= 1	+	
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	+4	= 4	+	
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	-1	= -1	+	
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	-2	= -2	+	
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	+1	= 1	+	
<input checked="" type="checkbox"/> Intimidate <sup>1</sup>	CHA	-1	= -1	+	
<input checked="" type="checkbox"/> Jump <sup>1</sup>	STR*	-1	= -1	+	
<input type="checkbox"/> Knowledge (arcana)	INT	+14	= 4	+	10
<input type="checkbox"/> Knowledge (arch & eng)	INT	+5	= 4	+	1
<input type="checkbox"/> Knowledge (dungeoneering)	INT	+9	= 4	+	5
<input type="checkbox"/> Knowledge (history)	INT	+5	= 4	+	1
<input type="checkbox"/> Knowledge (the planes)	INT	+10	= 4	+	6
<input checked="" type="checkbox"/> Listen <sup>1</sup>	WIS	+0	= -2	+	2
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+1	= 1	+	
<input checked="" type="checkbox"/> Perform skills ... <sup>1</sup>	CHA	-1	= -1	+	
<input checked="" type="checkbox"/> Ride <sup>1</sup>	DEX	+1	= 1	+	
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	+4	= 4	+	
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	-2	= -2	+	
<input type="checkbox"/> Speak Language	INT		=	+	2
<input type="checkbox"/> Spellcraft	INT	+16	= 4	+	10
<input checked="" type="checkbox"/> Spot <sup>1</sup>	WIS	+0	= -2	+	2
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	-2	= -2	+	
<input checked="" type="checkbox"/> Swim <sup>1</sup>	STR**	-1	= -1	+	
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	+1	= 1	+	

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



SPECIAL ABILITIES/FEATS	

[illegible]

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### \*Metamagic School Focus

spell that deals energy damage.