

Ruby
 CHARACTER NAME Lynda
 Druid 1 1
 CLASS AND LEVEL CAREER LEVEL Human Neutral Good Catholic
 medium 22 Female 5'4" 120 Green Red Tan
 SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	12	1			HP HIT POINTS	8		30
DEX DEXTERITY	13	1			AC ARMOR CLASS	13 = 10 + 2 + 0 + 1 + 0 + 0 + 0 + 0	DAMAGE REDUCTION	
CON CONSTITUTION	14	2			TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS	0
INT INTELLIGENCE	13	1			INITIATIVE MODIFIER	1 = 1 + 0		
WIS WISDOM	14	2						
CHA CHARISMA	13	1						

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

BASE ATTACK BONUS	0	SPELL RESISTANCE	0
GRAPPLE MODIFIER	1 = 0 + 1 + 0 + 0	TOTAL	BASE ATTACK BONUS
			STRENGTH MODIFIER
			SIZE MODIFIER
			MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Scimitar		+0	1d6	18-20/x2
RANGE	TYPE	NOTES		

AMMUNITION _____

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CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	APPRAISE	INT	1.0	1	2.0
<input checked="" type="checkbox"/>	BALANCE	DEX*	2.0	1	1.0
<input type="checkbox"/>	BLUFF	CHA	1.0	1	1.0
<input checked="" type="checkbox"/>	CLIMB	STR*	2.0	1	1.0
<input checked="" type="checkbox"/>	CONCENTRATION	CON	3.0	2	1.0
<input type="checkbox"/>	CRAFT ()	INT	1.0	1	1.0
<input type="checkbox"/>	CRAFT ()	INT	1.0	1	1.0
<input type="checkbox"/>	CRAFT ()	INT	1.0	1	1.0
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT	3.0	1	2.0
<input type="checkbox"/>	DIPLOMACY	CHA	1.0	1	1.0
<input type="checkbox"/>	DISABLE DEVICE	INT	0.0	1	1.0
<input type="checkbox"/>	DISGUISE	CHA	1.0	1	1.0
<input type="checkbox"/>	ESCAPE ARTIST	DEX*	1.0	1	1.0
<input type="checkbox"/>	FORGERY	INT	1.0	1	1.0
<input type="checkbox"/>	GATHER INFORMATION	CHA	1.0	1	1.0
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA	2.0	1	1.0
<input checked="" type="checkbox"/>	HEAL	WIS	5.0	2	3.0
<input type="checkbox"/>	HIDE	DEX*	1.0	1	1.0
<input type="checkbox"/>	INTIMIDATE	CHA	1.0	1	1.0
<input type="checkbox"/>	JUMP	STR*	1.0	1	1.0
<input checked="" type="checkbox"/>	KNOWLEDGE (arcana)	INT	2.0	1	1.0
<input checked="" type="checkbox"/>	KNOWLEDGE (architecture)	INT	2.0	1	1.0
<input checked="" type="checkbox"/>	KNOWLEDGE (geography)	INT	2.0	1	1.0
<input checked="" type="checkbox"/>	KNOWLEDGE (nature)	INT	3.0	1	2.0
<input type="checkbox"/>	KNOWLEDGE ()	INT	0.0	1	1.0
<input type="checkbox"/>	LISTEN	WIS	2.0	2	1.0
<input type="checkbox"/>	MOVE SILENTLY	DEX*	1.0	1	1.0
<input type="checkbox"/>	OPEN LOCK	DEX	0.0	1	1.0
<input type="checkbox"/>	PERFORM ()	CHA	0.0	1	1.0
<input type="checkbox"/>	PERFORM ()	CHA	0.0	1	1.0
<input type="checkbox"/>	PERFORM ()	CHA	0.0	1	1.0
<input type="checkbox"/>	PROFESSION ()	WIS	0.0	2	1.0
<input type="checkbox"/>	PROFESSION ()	WIS	0.0	2	1.0
<input type="checkbox"/>	RIDE	DEX	1.0	1	1.0
<input type="checkbox"/>	SEARCH	INT	1.0	1	1.0
<input checked="" type="checkbox"/>	SENSE MOTIVE	WIS	3.0	2	1.0
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	0.0	1	1.0
<input type="checkbox"/>	SPELLCRAFT	INT	0.0	1	1.0
<input type="checkbox"/>	SPOT	WIS	2.0	2	1.0
<input checked="" type="checkbox"/>	SURVIVAL	WIS	2.0	2	1.0
<input type="checkbox"/>	SWIM	STR*	2.0	1	1.0
<input type="checkbox"/>	TUMBLE	DEX*	0.0	1	1.0
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	0.0	1	1.0
<input type="checkbox"/>	USE ROPE	DEX	1.0	1	1.0
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

■ Denotes a skill that can be used untrained.
 Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

