

Strider
 CHARACTER NAME
 Bard 1
 CLASS AND LEVEL
 Med Male
 SIZE AGE GENDER HEIGHT

Dillon
 PLAYER
 Human NG Aethiest
 RACE ALIGNMENT DEITY
 175 Brown Dk. Brown Fair
 WEIGHT EYES HAIR SKIN



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	10	0			HP HIT POINTS	8		30
DEX DEXTERITY	14	2			AC ARMOR CLASS	14 = 10 + 3 + 0 + 1 + 0 + 0 + 0 + 0	DAMAGE REDUCTION	
CON CONSTITUTION	14	2			TOUCH ARMOR CLASS	11		0
INT INTELLIGENCE	12	1			FLAT-FOOTED ARMOR CLASS	13		
WIS WISDOM	10	0			INITIATIVE MODIFIER	2 = 2 + 0		
CHA CHARISMA	17	3						

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)	4 = 2 + 2 + 0 + 0 + 0	2	2	0	0		
WILL (WISDOM)	2 = 2 + 0 + 0 + 0 + 0	2	0	0	0		

BASE ATTACK BONUS	0	SPELL RESISTANCE	0
GRAPPLE MODIFIER	0 = 0 + 0 + 0 + 0 + 0	TOTAL	BASE ATTACK BONUS

ATTACK			
	ATTACK BONUS	DAMAGE	CRITICAL
Crossbow, Light	+2	1d8	19-20/x2
RANGE	TYPE	NOTES	
80'	Pierce		

AMMUNITION Bolts _____

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

AMMUNITION _____

ATTACK			
	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK			
	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK			
	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
				4.0	/2.0
<input checked="" type="checkbox"/>	APPRAISE	INT	1.0	= 1	+ + +
<input checked="" type="checkbox"/>	BALANCE	DEX*	2.0	= 2	+ + +
<input checked="" type="checkbox"/>	BLUFF	CHA	3.0	= 3	+ + +
<input checked="" type="checkbox"/>	CLIMB	STR*	0.0	= 0	+ + +
<input checked="" type="checkbox"/>	CONCENTRATION	CON	2.0	= 2	+ + +
<input checked="" type="checkbox"/>	CRAFT ()	INT	1.0	= 1	+ + +
<input type="checkbox"/>	CRAFT ()	INT	1.0	= 1	+ + +
<input checked="" type="checkbox"/>	CRAFT ()	INT	1.0	= 1	+ + +
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT	0.0	= 1	+ + +
<input checked="" type="checkbox"/>	DIPLOMACY	CHA	6.0	= 3	+ 3.0 +
<input type="checkbox"/>	DISABLE DEVICE	INT	0.0	= 1	+ + +
<input checked="" type="checkbox"/>	DISGUISE	CHA	9.0	= 3	+ 3.0 + 3
<input type="checkbox"/>	ESCAPE ARTIST	DEX*	2.0	= 2	+ + +
<input type="checkbox"/>	FORGERY	INT	1.0	= 1	+ + +
<input type="checkbox"/>	GATHER INFORMATION	CHA	5.0	= 3	+ 2.0 +
<input type="checkbox"/>	HANDLE ANIMAL	CHA	0.0	= 3	+ + +
<input type="checkbox"/>	HEAL	WIS	0.0	= 0	+ + +
<input checked="" type="checkbox"/>	HIDE	DEX*	2.0	= 2	+ + +
<input type="checkbox"/>	INTIMIDATE	CHA	3.0	= 3	+ + +
<input checked="" type="checkbox"/>	JUMP	STR*	0.0	= 0	+ + +
<input checked="" type="checkbox"/>	KNOWLEDGE (Arcana)	INT	5.0	= 1	+ 4.0 +
<input checked="" type="checkbox"/>	KNOWLEDGE (Dungeoneeri)	INT	4.0	= 1	+ 3.0 +
<input checked="" type="checkbox"/>	KNOWLEDGE (History)	INT	3.0	= 1	+ 2.0 +
<input checked="" type="checkbox"/>	KNOWLEDGE (Nature)	INT	3.0	= 1	+ 2.0 +
<input checked="" type="checkbox"/>	KNOWLEDGE (Religion)	INT	3.0	= 1	+ 2.0 +
<input checked="" type="checkbox"/>	LISTEN	WIS	0.0	= 0	+ + +
<input checked="" type="checkbox"/>	MOVE SILENTLY	DEX*	2.0	= 2	+ + +
<input type="checkbox"/>	OPEN LOCK	DEX	0.0	= 2	+ + +
<input checked="" type="checkbox"/>	PERFORM (Strings)	CHA	8.0	= 3	+ 3.0 + 2
<input checked="" type="checkbox"/>	PERFORM (Singing)	CHA	6.0	= 3	+ 1.0 + 2
<input checked="" type="checkbox"/>	PERFORM ()	CHA	0.0	= 3	+ + +
<input checked="" type="checkbox"/>	PROFESSION ()	WIS	0.0	= 0	+ + +
<input checked="" type="checkbox"/>	PROFESSION ()	WIS	0.0	= 0	+ + +
<input type="checkbox"/>	RIDE	DEX	2.0	= 2	+ + +
<input type="checkbox"/>	SEARCH	INT	1.0	= 1	+ + +
<input type="checkbox"/>	SENSE MOTIVE	WIS	2.0	= 0	+ 2.0 +
<input checked="" type="checkbox"/>	SLEIGHT OF HAND	DEX*	0.0	= 2	+ + +
<input checked="" type="checkbox"/>	SPELLCRAFT	INT	0.0	= 1	+ + +
<input type="checkbox"/>	SPOT	WIS	0.0	= 0	+ + +
<input type="checkbox"/>	SURVIVAL	WIS	0.0	= 0	+ + +
<input checked="" type="checkbox"/>	SWIM	STR*	0.0	= 0	+ + +
<input checked="" type="checkbox"/>	TUMBLE	DEX*	0.0	= 2	+ + +
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	5.0	= 3	+ 2.0 +
<input type="checkbox"/>	USE ROPE	DEX	2.0	= 2	+ + +
<input checked="" type="checkbox"/>	Technology	INT	6.0	= 1	+ 1.0 + 4
<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.)

