

Erunámo

CHARACTER NAME
Druid
 CLASS
6
 LEVEL
Medium
 SIZE
Elf(High)
 RACE
Humanoid (Elf)
 TYPE

DRL
 PLAYER
Male
 RACE
Neutral Good
 ALIGNMENT
49
 GENDER
5'8"
 HEIGHT
150
 WEIGHT

Ehlonna
 DEITY
Grey
 EYES
Black
 HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	15	+2		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	14	+2		
WIS WISDOM	17	+3		
CHA CHARISMA	15	+2		

HP HIT POINTS	38	WOUNDS/CURRENT HP				NONLETHAL DAMAGE				SPEED 30 ft/x4	
AC ARMOR CLASS	17	10	+4	+0	+2	+0	+0	+1	+0	ARMOR CHECK PENALTY	DAMAGE REDUCTION
TOUCH ARMOR CLASS	13	FLAT-FOOTED		15							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+6	+5	+1	+0	+0		
REFLEX (DEXTERITY)	+4	+2	+2	+0	+0		
WILL (WISDOM)	+8	+5	+3	+0	+0		

BASE ATTACK BONUS	+4	SPELL RESISTANCE	
GRAPPLE MODIFIER	+5	ARCANE SPELL FAILURE	
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER
	+4	+1	+0

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+5	+4	+1	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+6	+4	+2	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork quarterstaff	+6	1d6+1	20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	B	Medium
SPECIAL PROPERTIES			
Shillelagh=+7,1d10+2			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork scimitar	+6	1d6+1	18-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES			
One-handed			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork shortbow	+7	1d6	20/x3
RANGE	WEIGHT	TYPE	SIZE
60 ft	2 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+5	1d4+1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
10 ft	1 lb	P/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			

AMMUNITION

PROFICIENCY	SKILLS					MAX RANKS	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	9 / 4.5	
<input checked="" type="checkbox"/>	Appraise ¹	INT	+2	= 2	+	+	
<input checked="" type="checkbox"/>	Balance ¹	DEX*	+2	= 2	+	+	
<input checked="" type="checkbox"/>	Bluff ¹	CHA	+2	= 2	+	+	
<input checked="" type="checkbox"/>	Climb ¹	STR*	+1	= 1	+	+	
<input type="checkbox"/>	Concentration ¹	CON	+7	= 1	+	6	+
<input type="checkbox"/>	Craft skills... ¹	INT	+2	= 2	+	+	
<input type="checkbox"/>	Craft (Alchemy) ¹	INT	+4	= 2	+	2	+
<input type="checkbox"/>	Diplomacy ¹	CHA	+6	= 2	+	2	+
<input checked="" type="checkbox"/>	Disguise ¹	CHA	+2	= 2	+	+	
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	+2	= 2	+	+	
<input checked="" type="checkbox"/>	Forgery ¹	INT	+2	= 2	+	+	
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	+2	= 2	+	+	
<input type="checkbox"/>	Handle Animal	CHA	+10	= 2	+	8	+
<input type="checkbox"/>	Heal ¹	WIS	+10	= 3	+	7	+
<input checked="" type="checkbox"/>	Hide ¹	DEX*	+4	= 2	+	+	2
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	+2	= 2	+	+	
<input checked="" type="checkbox"/>	Jump ¹	STR*	+1	= 1	+	+	
<input type="checkbox"/>	Knowledge (nature)	INT	+10	= 2	+	6	+
<input type="checkbox"/>	Listen ¹	WIS	+10	= 3	+	5	+
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	+4	= 2	+	+	2
<input checked="" type="checkbox"/>	Perform skills ... ¹	CHA	+2	= 2	+	+	
<input type="checkbox"/>	Profession (Herbalist)	WIS	+5	= 3	+	2	+
<input type="checkbox"/>	Ride ¹	DEX	+7	= 2	+	3	+
<input checked="" type="checkbox"/>	Search ¹	INT	+4	= 2	+	+	2
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+5	= 3	+	+	2
<input type="checkbox"/>	Spellcraft	INT	+7	= 2	+	5	+
<input type="checkbox"/>	Spot ¹	WIS	+10	= 3	+	5	+
<input type="checkbox"/>	Survival ¹	WIS	+8	= 3	+	3	+
<input type="checkbox"/>	Swim ¹	STR**	+1	= 1	+	+	
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+2	= 2	+	+	

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

