

Gabriel Nichodemus

CHARACTER NAME

Pal/KnP

CLASS

11/3

LEVEL

Medium

SIZE

Human(Oeridian)

RACE

Humanoid (human)

TYPE

The Cave Dweller

PLAYER

Male

GENDER

29

AGE

Lawful Good

ALIGNMENT

5'11"

HEIGHT

190

WEIGHT

Select a Region

REGION

Mayaheine

DEITY

Brown

EYES

Brown

HAR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	23	+6			HP HIT POINTS	130		20 ft/x4
DEX DEXTERITY	12	+1			AC ARMOR CLASS	25 = 10 + +10 + +0 + +1 + +0 + +2 + +2 + +0	-3	
CON CONSTITUTION	14	+2			TOTAL			
INT INTELLIGENCE	13	+1			TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	24
WIS WISDOM	14	+2			INITIATIVE MODIFIER	+1 = +1 + +0		
CHA CHARISMA	20	+5						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+15	+8	+2	+0	+5		
REFLEX (DEXTERITY)	+10	+4	+1	+0	+5		
WILL (WISDOM)	+15	+6	+2	+0	+7		

BASE ATTACK BONUS	+14/+9/+4	TEMP. MODIFIER	
GRAPPLE MODIFIER	+20 = +14 + +6 + +0 + +0	BASE ATTACK	STR MODIFIER
MELEE ATTACK BONUS	+20/+15/+10 = 14 + +6 + +0 + +0	BASE ATTACK BONUS	STR MODIFIER
RANGED ATTACK BONUS	+15/+10/+5 = 14 + +1 + +0 + +0	BASE ATTACK BONUS	DEX MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Holy Bastard Sword	+22/+17/+12	1d10+11	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	6 lb	S	Medium
SPECIAL PROPERTIES			
Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lance	+20/+15/+10	1d8+9	20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	10 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			

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

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		17 / 8.5
				RANKS	MISC. MODIFIER	
<input checked="" type="checkbox"/> Appraise ¹	INT	+1	= 1	+		
<input checked="" type="checkbox"/> Balance ¹	DEX*	-2	= 1	+		-3
<input checked="" type="checkbox"/> Bluff ¹	CHA	+5	= 5	+		
<input checked="" type="checkbox"/> Climb ¹	STR*	+3	= 6	+		-3
<input type="checkbox"/> Concentration ¹	CON	+2	= 2	+		
<input type="checkbox"/> Craft skills... ¹	INT	+1	= 1	+		
<input type="checkbox"/> Diplomacy ¹	CHA	+26	= 5	+	17	4
<input checked="" type="checkbox"/> Disguise ¹	CHA	+5	= 5	+		
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	-2	= 1	+		-3
<input checked="" type="checkbox"/> Forgery ¹	INT	+1	= 1	+		
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+5	= 5	+		
<input type="checkbox"/> Heal ¹	WIS	+2	= 2	+		
<input type="checkbox"/> Hide ¹	DEX*	-2	= 1	+		-3
<input type="checkbox"/> Intimidate ¹	CHA	+5	= 5	+		
<input checked="" type="checkbox"/> Jump ¹	STR*	-3	= 6	+		-9
<input type="checkbox"/> Knowledge (nobility)	INT	+6	= 1	+	5	
<input type="checkbox"/> Knowledge (religion)	INT	+9	= 1	+	8	
<input checked="" type="checkbox"/> Knowledge (the planes)	INT	+8	= 1	+	7	
<input checked="" type="checkbox"/> Listen ¹	WIS	+2	= 2	+		
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	-2	= 1	+		-3
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	+5	= 5	+		
<input type="checkbox"/> Ride ¹	DEX	+17	= 1	+	16	
<input checked="" type="checkbox"/> Search ¹	INT	+1	= 1	+		
<input type="checkbox"/> Sense Motive ¹	WIS	+8	= 2	+	6	
<input checked="" type="checkbox"/> Skill Tricks		+0	=			
<input checked="" type="checkbox"/> Speak Language	INT		=		1	
<input type="checkbox"/> Spot ¹	WIS	+2	= 2	+		
<input type="checkbox"/> Survival ¹	WIS	+2	= 2	+		
<input checked="" type="checkbox"/> Swim ¹	STR**	+0	= 6	+		-6
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+1	= 1	+		

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.

