

James

CHARACTER NAME: **Bard** RACE: **Human** PLAYER: **Male** ALIGNMENT: **Neutral**
 CLASS: **3** SIZE: **Medium** TYPE: **Humanoid (Human)** AGE: **0** HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	11	+0		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	13	+1		
INT INTELLIGENCE	13	+1		
WIS WISDOM	8	-1		
CHA CHARISMA	18	+4		

HP HIT POINTS	20	WOUNDS: CURRENT HP		NONLETHAL DAMAGE		SPEED				
						30 ft/x4				
AC ARMOR CLASS	16	TOTAL								
		10	+3	+0	+3	+0	+0	+0	-1	
		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION

TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	13
INITIATIVE MODIFIER	+3	+3	
		DEX MODIFIER	MISC. MODIFIER

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

BASE ATTACK BONUS	+2	
GRAPPLE MODIFIER	+2	+2 +0 +0 +0
		BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC. MODIFIER
SPELL RESISTANCE		
ARCANE SPELL FAILURE	15%	

MELEE ATTACK BONUS	+2	+2	+0	+0	+0	
		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
RANGED ATTACK BONUS	+5	+2	+3	+0	+0	
		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Longsword	+2	1d8	19-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	4 lb	S	Medium	One-handed

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

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

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RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		
			ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/> Appraise ¹	INT	+1	= 1	+ _____	+ _____
<input type="checkbox"/> Balance ¹	DEX*	+2	= 3	+ _____	+ -1
<input type="checkbox"/> Bluff ¹	CHA	+9	= 4	+ 5	+ _____
<input type="checkbox"/> Climb ¹	STR*	-1	= _____	+ _____	+ -1
<input type="checkbox"/> Concentration ¹	CON	+1	= 1	+ _____	+ _____
<input type="checkbox"/> Craft skills... ¹	INT	+1	= 1	+ _____	+ _____
<input type="checkbox"/> Decipher Script	INT	+5	= 1	+ 4	+ _____
<input type="checkbox"/> Diplomacy ¹	CHA	+12	= 4	+ 4	+ 4
<input type="checkbox"/> Disguise ¹	CHA	+4	= 4	+ _____	+ _____
<input type="checkbox"/> Escape Artist ¹	DEX*	+2	= 3	+ _____	+ -1
<input checked="" type="checkbox"/> Forgery ¹	INT	+1	= 1	+ _____	+ _____
<input type="checkbox"/> Gather Information ¹	CHA	+4	= 4	+ _____	+ _____
<input checked="" type="checkbox"/> Heal ¹	WIS	-1	= -1	+ _____	+ _____
<input type="checkbox"/> Hide ¹	DEX*	+2	= 3	+ _____	+ -1
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+8	= 4	+ 2	+ 2
<input type="checkbox"/> Jump ¹	STR*	-1	= _____	+ _____	+ -1
<input type="checkbox"/> Knowledge (arcana)	INT	+5	= 1	+ 4	+ _____
<input type="checkbox"/> Knowledge (history)	INT	+6	= 1	+ 5	+ _____
<input type="checkbox"/> Knowledge (nobility)	INT	+5	= 1	+ 4	+ _____
<input type="checkbox"/> Listen ¹	WIS	-1	= -1	+ _____	+ _____
<input type="checkbox"/> Move Silently ¹	DEX*	+2	= 3	+ _____	+ -1
<input type="checkbox"/> Perform skills... ¹	CHA	+4	= 4	+ _____	+ _____
<input type="checkbox"/> Perform (stringed instruments)	CHA	+13	= 4	+ 6	+ 3
<input checked="" type="checkbox"/> Ride ¹	DEX	+3	= 3	+ _____	+ _____
<input checked="" type="checkbox"/> Search ¹	INT	+1	= 1	+ _____	+ _____
<input type="checkbox"/> Sense Motive ¹	WIS	+5	= -1	+ 6	+ _____
<input type="checkbox"/> Sleight of Hand	DEX*	+10	= 3	+ 6	+ 1
<input checked="" type="checkbox"/> Spot ¹	WIS	-1	= -1	+ _____	+ _____
<input checked="" type="checkbox"/> Survival ¹	WIS	-1	= -1	+ _____	+ _____
<input type="checkbox"/> Swim ¹	STR**	-2	= _____	+ _____	+ -2
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+3	= 3	+ _____	+ _____

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.

