

Rainald

CHARACTER NAME

Fighter

CLASS

LEVEL **3**

SIZE **Medium**

Human

RACE

Humanoid (Human)

TYPE

DRL

PLAYER

Male

GENDER

AGE **25**

Lawful Good

ALIGNMENT

HEIGHT **6'0"**

WEIGHT **175**

Oeridian Pantheon

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	15	+2		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	10	+0		
WIS WISDOM	14	+2		
CHA CHARISMA	11	+0		

HP HIT POINTS	29	TOTAL		WOUNDS/CURRENT HP		NONLETHAL DAMAGE	
AC ARMOR CLASS	18	10	+4	+2	+2	+0	+0
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD
TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS		16			

SPEED		20 ft/x4
-4	DAMAGE REDUCTION	
ARMOR CHECK PENALTY		

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

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

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

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Warhammer	+7	1d8+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
	5 lb	B	Medium
SPECIAL PROPERTIES			
One-handed			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+5	1d4+2	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	1 lb	P/S	Medium
SPECIAL PROPERTIES			
One-handed			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Warhammer	+1	1d8+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
	5 lb	B	Medium
SPECIAL PROPERTIES			
Two-Weapon (primary)			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Heavy Shield	-5	1d4+1	20/x2
RANGE	WEIGHT	TYPE	SIZE
	10 lb	B	Medium
SPECIAL PROPERTIES			
Two-Weapon (secondary)			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+5	1d6	20/x3
RANGE	WEIGHT	TYPE	SIZE
	2 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			

AMMUNITION

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

AMMUNITION

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		
				RANKS	6/3	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+0				
<input checked="" type="checkbox"/> Balance ¹	DEX*	-2	2			-4
<input checked="" type="checkbox"/> Bluff ¹	CHA	+0				
<input type="checkbox"/> Climb ¹	STR*	+0	2	2		-4
<input checked="" type="checkbox"/> Concentration ¹	CON	+2	2			
<input type="checkbox"/> Craft skills... ¹	INT	+0				
<input type="checkbox"/> Craft (Armor) ¹	INT	+2		2		
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	+0				
<input checked="" type="checkbox"/> Disguise ¹	CHA	+0				
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	-2	2			-4
<input checked="" type="checkbox"/> Forgery ¹	INT	+0				
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+0				
<input type="checkbox"/> Handle Animal	CHA	+2		2		
<input checked="" type="checkbox"/> Heal ¹	WIS	+2	2			
<input checked="" type="checkbox"/> Hide ¹	DEX*	-2	2			-4
<input type="checkbox"/> Intimidate ¹	CHA	+3		3		
<input type="checkbox"/> Jump ¹	STR*	-5	2	3		-10
<input checked="" type="checkbox"/> Listen ¹	WIS	+2	2			
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	-2	2			-4
<input checked="" type="checkbox"/> Perform skills... ¹	CHA	+0				
<input type="checkbox"/> Ride ¹	DEX	+6	2	4		
<input checked="" type="checkbox"/> Search ¹	INT	+0				
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+2	2			
<input checked="" type="checkbox"/> Spot ¹	WIS	+2	2			
<input checked="" type="checkbox"/> Survival ¹	WIS	+2	2			
<input type="checkbox"/> Swim ¹	STR**	-4	2	2		-8
<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.

