

Sir Karick

CHARACTER NAME: **Knight**
 RACE: **Human**
 CLASS: **14** Medium
 TYPE: **Humanoid (human, dragonblood)**

Josh Freeman

PLAYER: **Male**
 ALIGNMENT: **Lawful Neutral**
 GENDER: **40**
 HEIGHT: **5'11**
 WEIGHT: **165**
 DEITY: **purple** salt and pepper
 EYES: **HAIR**



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	22	+6		
DEX DEXTERITY	13	+1		
CON CONSTITUTION	19	+4		
INT INTELLIGENCE	14	+2		
WIS WISDOM	11	+0		
CHA CHARISMA	20	+5		

HP HIT POINTS	176	WOUNDS		NONLETHAL DAMAGE		SPEED	
AC ARMOR CLASS	29	10	+10	+3	+1	+0	+1
TOUCH ARMOR CLASS		15		FLAT-FOOTED ARMOR CLASS		28	

INITIATIVE MODIFIER	+5	+1	+4
TOTAL		DEX MODIFIER	MSC MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC. & MISC.	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+9	+4	+4	+1	
REFLEX (DEXTERITY)	+6	+4	+1	+1	
WILL (WISDOM)	+10	+9	+0	+1	

BASE ATTACK BONUS	+14/+9/+4
GRAPPLE MODIFIER	+20
TOTAL = BASE ATTACK + STR MODIFIER + SIZE MODIFIER + MSC. MODIFIER	

MELEE ATTACK BONUS	+20/+15/+10	14	+6	+0	+0	
RANGED ATTACK BONUS	+15/+10/+5	14	+1	+0	+0	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Adjratha		+22/+17/+12	1d8+8	17-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	4 lb	S	Medium	Parrying, Psibane

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Lance		+21/+16/+11	1d8+10	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	10 lb	P	Medium	Two-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork morningstar		+21/+16/+11	1d8+6	20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	6 lb	B/P	Medium	One-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Composite Longbow		+15/+10/+5	1d8	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed

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

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	
			RANKS	MSC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+2	= 2	+ +
<input checked="" type="checkbox"/> Balance ¹	DEX*	-5	= 1	+ + -6
<input checked="" type="checkbox"/> Bluff ¹	CHA	+5	= 5	+ +
<input type="checkbox"/> Climb ¹	STR*	+0	= 6	+ + -6
<input checked="" type="checkbox"/> Concentration ¹	CON	+4	= 4	+ +
<input checked="" type="checkbox"/> Craft skills... ¹	INT	+2	= 2	+ +
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	+15	= 5	+ 6 + 4
<input checked="" type="checkbox"/> Disguise ¹	CHA	+5	= 5	+ +
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	-5	= 1	+ + -6
<input checked="" type="checkbox"/> Forgery ¹	INT	+2	= 2	+ +
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+5	= 5	+ +
<input type="checkbox"/> Handle Animal	CHA	+16	= 5	+ 11 +
<input checked="" type="checkbox"/> Heal ¹	WIS	+0	=	+ +
<input checked="" type="checkbox"/> Hide ¹	DEX*	-5	= 1	+ + -6
<input type="checkbox"/> Intimidate ¹	CHA	+19	= 5	+ 12 + 2
<input type="checkbox"/> Jump ¹	STR*	+6	= 6	+ 6 + -6
<input type="checkbox"/> Knowledge (nobility)	INT	+14	= 2	+ 12 +
<input checked="" type="checkbox"/> Listen ¹	WIS	+4	=	+ 4 +
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	-5	= 1	+ + -6
<input checked="" type="checkbox"/> Perform skills... ¹	CHA	+5	= 5	+ +
<input type="checkbox"/> Ride ¹	DEX	+15	= 1	+ 12 + 2
<input checked="" type="checkbox"/> Search ¹	INT	+2	= 2	+ +
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+5	=	+ 5 +
<input checked="" type="checkbox"/> Speak Language	INT		=	+ 1 +
<input checked="" type="checkbox"/> Spot ¹	WIS	+2	=	+ + 2
<input checked="" type="checkbox"/> Survival ¹	WIS	+0	=	+ +
<input type="checkbox"/> Swim ¹	STR**	-6	= 6	+ + -12
<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 ² are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY

