

Worley

CHARACTER NAME

Fighter/Rogue/Scout

CLASS

2/4/3

Medium

LEVEL

Human

RACE

Humanoid (human)

TYPE

DRL

PLAYER

Male

GENDER

22

AGE

Chaotic Good

ALIGNMENT

5'5"

HEIGHT

150

WEIGHT

REGION

Procan

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	12	+1		
INT INTELLIGENCE	16	+3		
WIS WISDOM	14	+2		
CHA CHARISMA	12	+1		

HP HIT POINTS	57	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE
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AC ARMOR CLASS	23	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION
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TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	23
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INITIATIVE MODIFIER	+3	TOTAL	DEX MODIFIER	MISC. MODIFIER
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+5	+1	+0	+2		
REFLEX (DEXTERITY)	+10	+7	+2	+0	+1		
WILL (WISDOM)	+5	+2	+2	+0	+1		

BASE ATTACK BONUS	+7/+2	TEMP. MODIFIER	SPELL RESISTANCE					
GRAPPLE MODIFIER	+9	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	ARCANE SPELL FAILURE*	

MELEE ATTACK BONUS	+9/+4	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
RANGED ATTACK BONUS	+9/+4	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Longspear	+7(+6)	1d8+4	20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	9 lb	P	Medium	Two-handed

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Short Sword	+10/+5	1d6+3	19-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	2 lb	P	Medium	One-handed

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Light Crossbow	+9	1d8	19-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
80 ft	4 lb	P	Medium	Two-handed

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Keen Dagger	+10/+5	1d4+3	17-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft	1 lb	P/S	Medium	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

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MSC. MODIFIER	MAX RANKS	12 / 6
<input type="checkbox"/> Appraise ¹	INT	+3	= 3	+			
<input checked="" type="checkbox"/> Autohypnosis	WIS	+2	= 2	+			
<input type="checkbox"/> Balance ¹	DEX*	+7	= 2	+	3	+	2
<input type="checkbox"/> Bluff ¹	CHA	+3	= 1	+	2	+	
<input type="checkbox"/> Climb ¹	STR*	+21	= 2	+	11	+	8
<input checked="" type="checkbox"/> Concentration ¹	CON	+1	= 1	+			
<input type="checkbox"/> Craft skills... ¹	INT	+3	= 3	+			
<input type="checkbox"/> Craft (Shipmaking) ¹	INT	+7	= 3	+	4	+	
<input type="checkbox"/> Craft (Carpentry) ¹	INT	+7	= 3	+	4	+	
<input type="checkbox"/> Craft (Weaponsmithing) ¹	INT	+6	= 3	+	3	+	
<input type="checkbox"/> Decipher Script	INT	+3	= 3	+			
<input type="checkbox"/> Diplomacy ¹	CHA	+5	= 1	+	2	+	2
<input type="checkbox"/> Disable Device	INT	+8	= 3	+	5	+	
<input type="checkbox"/> Disguise ¹	CHA	+1	= 1	+			
<input type="checkbox"/> Escape Artist ¹	DEX*	+7	= 2	+	5	+	
<input type="checkbox"/> Forgery ¹	INT	+3	= 3	+			
<input type="checkbox"/> Gather Information ¹	CHA	+3	= 1	+	2	+	
<input type="checkbox"/> Handle Animal	CHA	+1	= 1	+			
<input checked="" type="checkbox"/> Heal ¹	WIS	+2	= 2	+			
<input type="checkbox"/> Hide ¹	DEX*	+3	= 2	+	1	+	
<input type="checkbox"/> Intimidate ¹	CHA	+2	= 1	+	1	+	
<input type="checkbox"/> Jump ¹	STR*	+16	= 2	+	8	+	6
<input checked="" type="checkbox"/> Knowledge (arcana)	INT	+3	= 3	+			
<input checked="" type="checkbox"/> Knowledge (arch & eng)	INT	+6	= 3	+	3	+	
<input type="checkbox"/> Knowledge (dungeoneering)	INT	+3	= 3	+			
<input type="checkbox"/> Knowledge (geography)	INT	+12	= 3	+	6	+	3
<input checked="" type="checkbox"/> Knowledge (history)	INT	+3	= 3	+			
<input type="checkbox"/> Knowledge (local)	INT	+3	= 3	+			
<input type="checkbox"/> Knowledge (nature)	INT	+3	= 3	+			
<input checked="" type="checkbox"/> Knowledge (nobility)	INT	+3	= 3	+			
<input checked="" type="checkbox"/> Knowledge (psionics)	INT	+3	= 3	+			
<input checked="" type="checkbox"/> Knowledge (religion)	INT	+3	= 3	+			
<input checked="" type="checkbox"/> Knowledge (the planes)	INT	+3	= 3	+			
<input type="checkbox"/> Listen ¹	WIS	+9	= 2	+	7	+	
<input type="checkbox"/> Move Silently ¹	DEX*	+4	= 2	+	2	+	
<input type="checkbox"/> Open Lock	DEX	+7	= 2	+	5	+	
<input type="checkbox"/> Perform skills ... ¹	CHA	+1	= 1	+			
<input type="checkbox"/> Profession (Sailor)	WIS	+11	= 2	+	6	+	3
<input type="checkbox"/> Profession (Merchant)	WIS	+4	= 2	+	2	+	
<input checked="" type="checkbox"/> Psicraft	INT	+3	= 3	+			
<input type="checkbox"/> Ride ¹	DEX	+2	= 2	+			
<input type="checkbox"/> Search ¹	INT	+8	= 3	+	5	+	
<input type="checkbox"/> Sense Motive ¹	WIS	+8	= 2	+	6	+	
<input checked="" type="checkbox"/> Skill Tricks		+0	=				
<input type="checkbox"/> Sleight of Hand	DEX*	+2	= 2	+			
<input checked="" type="checkbox"/> Spellcraft	INT	+3	= 3	+			
<input type="checkbox"/> Spot ¹	WIS	+9	= 2	+	7	+	
<input type="checkbox"/> Survival ¹	WIS	+6	= 2	+	4	+	
<input type="checkbox"/> Swim ¹	STR**	+13	= 2	+	9	+	2
<input type="checkbox"/> Tumble	DEX*	+11	= 2	+	7	+	2
<input type="checkbox"/> Use Magic Device	CHA	+1	= 1	+			
<input checked="" type="checkbox"/> Use Psionic Device	CHA	+1	= 1	+			
<input type="checkbox"/> Use Rope ¹	DEX	+9	= 2	+	7	+	

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.

Savage Tide	36000/45000
CAMPAIGN	EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM					TYPE	ARMOR BONUS	MAX DEX BONUS
+3 Mithral chain shirt					Light	+7	+6
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES			
+0	10%	40	12.5				

SHIELD/PROTECTIVE ITEM					ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
+1 Buckler					+2	5	+0	5%
SPECIAL PROPERTIES								

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
+1 Studded Leather Armor			
+1 Short Sword			
Light Crossbow			
Bols, 10x			
Signal Whistle			
Spyglass			
F & S			
Everlasting Rations			
Listening Cone			
Magic Items Equipt by Slot			
Ring Slot (RH)			
Ring of protection (+1) (2000 GP)			
Ring Slot (LH)			
(none) (0 GP)			
Hand Slot			
(none) (0 GP) 0			
Arm Slot			
(none) (0 GP) 0			
Head Slot			
(none) (0 GP) 0			
Face Slot			
(none) (0 GP) 0			
Shoulder Slot			
Cloak of resistance (+1) (1000 GP) 1			
Neck Slot			
Amulet of natural armor (2000 GP) 0			
Body Slot			
(none) (0 GP) 0			
Torso Slot			
(none) (0 GP) 0			
Waist Slot			
(none) (0 GP) 0			
Feet Slot			
(none) (0 GP) 0			
TOTAL WEIGHT CARRIED			18.5

NOTES	LANGUAGES
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Ship's Mods:

Corvus	
Ballista Brackets	

Common	
Aquan	
Dwarven	
Orc	

SPECIAL ABILITIES/FEATS

- RACE ABILITIES —
- Base land speed of 30 feet.
 - Favored Class: Any
- CLASS ABILITIES —
- Proficient in all armor, and all shields(including tower shields)
 - Proficient with all simple and martial weapons.
 - Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
 - Improved Uncanny Dodge(Ex): You can no longer be flanked, except by a level 11 rogue.
 - Trap Sense(Ex): +1 to Reflex saves and AC against traps.
 - Trackless Step(Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.
 - Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage.
 - Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 2d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment
 - Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
 - Skirmish(Ex): For any round in which you move at least 10', you gain 1d6 damage and a +1 competence bonus to AC.
 - Battle Fortitude(Ex): You gain a +1 competence on Fortitude saves and initiative checks.
 - Dungeon Specialist (Ex): When wearing light or no armor, and carrying a light load you gain a 15 feet climb speed. You can attack with light weapons and retain your Dext bonus to AC while climbing. You also gain +8 to climb skill and the ability to take 10.
- FEATS —
- Combat Reflexes (PH 92) : Additional attacks of opportunity.
 - Dodge (PH 93) : +1 dodge bonus to AC against selected target.
 - Mobility (PH 98) : +4 dodge bonus to AC against some attacks of opportunity.
 - Spring Attack (PH 100) : Move before and after melee attack.
 - Skill Focus (PH 100) (Profession (Sailor); Knowledge (geography)) : +3 bonus on checks with selected skill.
 - Jack of All Trades (CA1 110) : Use any skill, even "Trained Only" ones
 - Water Rat

CARRYING INFO

1–66 <small>LIGHT LOAD</small>	67–133 <small>MED LOAD</small>	134–200 <small>HEAVY LOAD</small>
200 <small>LIFT OVER HEAD</small>	400 <small>LIFT OFF GROUND</small>	1,000 <small>PUSH DRAG</small>

TURN/REBUKE ATTEMPTS

Times/Day Used Turning/Rebuke Check Modifier

Turning Check	Most Powerful Undead Affected(Max HD)	# of HD Turned/Rebuked
Up to 0		2d6
1-3		If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.
4-6		
7-9		
10-12		
13-15		
16-18		
19-21		
22+		

MONEY

PP	
GP	200
SP	
CP	
Art	
Gems	
Other (GP)	