

CHARACTER NAME: Smashbuckle 15

PLAYER: _____

CLASS AND LEVEL: _____ RACE: _____ ALIGNMENT: _____ DEITY: _____

CHARACTER RECORD SHEET

SIZE: _____ AGE: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____ SKIN: _____

24
6
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9

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR (STRENGTH)	12	1		
DEX (DEXTERITY)	16	3	22	6
CON (CONSTITUTION)	14	2		
INT (INTELLIGENCE)	14	2	20	5
WIS (WISDOM)	17	1		
CHA (CHARISMA)	14	2		

HP HIT POINTS: **126**

AC ARMOR CLASS: **32** = 10 + **5** (ARMOR BONUS) + **6** (SHIELD BONUS) + **6** (DEX MODIFIER) + **1** (NATURAL ARMOR) + **10** (MISC MODIFIER)

TOUCH ARMOR CLASS: **27**

FLAT-FOOTED ARMOR CLASS: **26**

INITIATIVE MODIFIER: **6** (DEX MODIFIER) + **0** (MISC MODIFIER)

NONLETHAL DAMAGE: _____

SPEED: **30**

DAMAGE REDUCTION: _____

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	11	9	2				
REFLEX (DEXTERITY)	14	4	6		4		
WILL (WISDOM)	5	4	1				

BASE ATTACK BONUS: **15**

SPELL RESISTANCE: _____

GRAPPLE MODIFIER: **16** = **15** (BASE ATTACK BONUS) + **1** (STRENGTH MODIFIER) + _____ (SIZE MODIFIER) + _____ (MISC MODIFIER)

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Warrior	24/19/14	186+6	12-20
RANGE	TYPE	NOTES	
		+3 keen speed	

AMMUNITION: _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION: _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION: _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION: _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION: _____

CLASS SKILL?

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)
<input type="checkbox"/> APPRAISE	INT					
<input checked="" type="checkbox"/> BALANCE	DEX*	11	6	5		11
<input checked="" type="checkbox"/> BLUFF	CHA	7	2	5		12
<input checked="" type="checkbox"/> CLIMB	STR*	19	1	18		19
<input type="checkbox"/> CONCENTRATION	CON					
<input type="checkbox"/> CRAFT (_____)	INT					
<input type="checkbox"/> CRAFT (_____)	INT					
<input type="checkbox"/> CRAFT (_____)	INT					
<input type="checkbox"/> DECIPHER SCRIPT	INT					
<input checked="" type="checkbox"/> DIPLOMACY	CHA					
<input type="checkbox"/> DISABLE DEVICE	INT					
<input type="checkbox"/> DISGUISE	CHA					
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX*					
<input type="checkbox"/> FORGERY	INT					
<input type="checkbox"/> GATHER INFORMATION	CHA					
<input type="checkbox"/> HANDLE ANIMAL	CHA					
<input type="checkbox"/> HEAL	WIS					
<input type="checkbox"/> HIDE	DEX*					
<input type="checkbox"/> INTIMIDATE	CHA					
<input checked="" type="checkbox"/> JUMP	STR*	12	1	11		12
<input type="checkbox"/> KNOWLEDGE (_____)	INT					
<input type="checkbox"/> KNOWLEDGE (_____)	INT					
<input type="checkbox"/> KNOWLEDGE (_____)	INT					
<input type="checkbox"/> KNOWLEDGE (_____)	INT					
<input type="checkbox"/> KNOWLEDGE (_____)	INT					
<input type="checkbox"/> LISTEN	WIS	9	1	8		9
<input type="checkbox"/> MOVE SILENTLY	DEX*					
<input type="checkbox"/> OPEN LOCK	DEX					
<input type="checkbox"/> PERFORM (_____)	CHA					
<input type="checkbox"/> PERFORM (_____)	CHA					
<input type="checkbox"/> PERFORM (_____)	CHA					
<input checked="" type="checkbox"/> PROFESSION (_____)	WIS					
<input type="checkbox"/> PROFESSION (_____)	WIS					
<input type="checkbox"/> RIDE	DEX					
<input type="checkbox"/> SEARCH	INT					
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS					
<input type="checkbox"/> SLEIGHT OF HAND	DEX*					
<input type="checkbox"/> SPELLCRAFT	INT					
<input type="checkbox"/> SPOT	WIS	10	1	9		10
<input type="checkbox"/> SURVIVAL	WIS					
<input checked="" type="checkbox"/> SWIM	STR*	11	1	10		11
<input checked="" type="checkbox"/> TUMBLE	DEX*	24	6	18		24
<input type="checkbox"/> USE MAGIC DEVICE	CHA					
<input checked="" type="checkbox"/> USE ROPE	DEX	16	6	10		16
<input type="checkbox"/> _____	_____					
<input type="checkbox"/> _____	_____					
<input type="checkbox"/> _____	_____					

Denotes a skill that can be used untrained.
 Mark this box with an X if the skill is a class skill for the character
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

