

# Dain Miners

CHARACTER NAME: **Fighter**  
 CLASS: **Medium**  
 LEVEL: **12**  
 RACE: **Half-Dragon/Human**  
 AGE: **28**  
 GENDER: **Male**

# David MacDonald

PLAYER: **Chaotic Neutral**  
 ALIGNMENT: **Chaotic Neutral**  
 DEITY: **Blue**  
 HEIGHT: **6'2**  
 WEIGHT: **250**  
 EYES: **Bluish**  
 HAIR: **Bluish**

ABILITY NAME	ABILITY SCORE	ABILITY ADJUST	CURR ABILITY	CURR MODIFIER	HP HIT POINTS	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	DAMAGE REDUCE	SPEED
<b>STR</b> STRENGTH	<b>27</b>		<b>27</b>	<b>+8</b>	<b>HP</b>	<b>146</b>				<b>20 feet</b>
<b>DEX</b> DEXTERITY	<b>14</b>		<b>14</b>	<b>+2</b>	<b>AC</b> ARMOR CLASS	<b>24</b>	<b>10</b>	<b>+8</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>18</b>		<b>18</b>	<b>+4</b>	<b>TOUCH</b>	<b>11</b>	<b>FLAT</b>	<b>23</b>		
<b>INT</b> INTELLIGENCE	<b>14</b>		<b>14</b>	<b>+2</b>	<b>INITIATIVE</b> MODIFIER	<b>+6</b>	<b>+2</b>	<b>+4</b>		
<b>WIS</b> WISDOM	<b>10</b>		<b>10</b>	<b>+0</b>	<b>Rage</b> Rounds	<b>0</b>				
<b>CHA</b> CHARISMA	<b>13</b>		<b>13</b>	<b>+1</b>	<b>BASE ATTACK</b> BONUS	<b>+12/+7/+2</b>				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+12</b>	<b>+8</b>	<b>+4</b>				
<b>REFLEX</b> (DEXTERITY)	<b>+6</b>	<b>+4</b>	<b>+2</b>				
<b>WILL</b> (WISDOM)	<b>+4</b>	<b>+4</b>	<b>+0</b>				

<b>MELEE</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
	<b>+20/+15/+10</b>	<b>+12/+7/+2</b>	<b>+8</b>	<b>+0</b>		
<b>RANGED</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
	<b>+14/+9/+4</b>	<b>+12/+7/+2</b>	<b>+2</b>	<b>+0</b>		

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Greatsword +1		<b>+23/+18/+13</b>	<b>2d6+15</b>	<b>17-20/x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	15	S	Medium	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Throwing axe		<b>+20/+15/+10</b>	<b>1d6+8</b>	<b>20/x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	2	S	Medium	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Claw		<b>+20/+15/+10</b>	<b>1d6+8</b>	<b>20/x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	0	S	Medium	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Bite		<b>+20/+15/+10</b>	<b>1d6+8</b>	<b>20/x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	0	P	Medium	

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

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
Masterwork full plate		Heavy	<b>+8</b>	<b>+1</b>
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
<b>-5</b>	<b>35%</b>	<b>20 ft*</b>	<b>50</b>	

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Buckler		<b>+1</b>	<b>5</b>	<b>-1</b>	<b>5%</b>
SPECIAL PROPERTIES					

## CHARACTER RECORD SHEET

CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIE	MAX RANKS		15 / 7.5
				RANKS	MISC. MODIFIER	
<input checked="" type="checkbox"/>	Appraise	INT	<b>+2</b>	<b>+2</b>		
<input checked="" type="checkbox"/>	Balance	DEX*	<b>-4</b>	<b>+2</b>		<b>-6</b>
<input checked="" type="checkbox"/>	Bluff	CHA	<b>+1</b>	<b>+1</b>		
<input type="checkbox"/>	Climb	STR*	<b>+7</b>	<b>+8</b>	<b>5</b>	<b>-6</b>
<input checked="" type="checkbox"/>	Concentration	CON	<b>+4</b>	<b>+4</b>		
<input type="checkbox"/>	Craft skills •	INT	<b>+2</b>	<b>+2</b>		
<input checked="" type="checkbox"/>	Diplomacy	CHA	<b>+1</b>	<b>+1</b>		
<input checked="" type="checkbox"/>	Disguise	CHA	<b>+1</b>	<b>+1</b>		
<input checked="" type="checkbox"/>	Escape Artist	DEX*	<b>-4</b>	<b>+2</b>		<b>-6</b>
<input checked="" type="checkbox"/>	Forgery	INT	<b>+2</b>	<b>+2</b>		
<input checked="" type="checkbox"/>	Gamble	CHA	<b>+1</b>	<b>+1</b>		
<input checked="" type="checkbox"/>	Gather Information	CHA	<b>+1</b>	<b>+1</b>		
<input type="checkbox"/>	Handle Animal	CHA	<b>+6</b>	<b>+1</b>	<b>5</b>	
<input checked="" type="checkbox"/>	Heal	WIS	<b>+0</b>			
<input checked="" type="checkbox"/>	Hide	DEX*	<b>-4</b>	<b>+2</b>		<b>-6</b>
<input type="checkbox"/>	Intimidate	CHA	<b>+16</b>	<b>+1</b>	<b>15</b>	
<input type="checkbox"/>	Jump	STR*	<b>+13</b>	<b>+8</b>	<b>11</b>	<b>-6</b>
<input checked="" type="checkbox"/>	Listen	WIS	<b>+0</b>			
<input checked="" type="checkbox"/>	Move Silently	DEX*	<b>-4</b>	<b>+2</b>		<b>-6</b>
<input checked="" type="checkbox"/>	Perform skills •	CHA	<b>+1</b>	<b>+1</b>		
<input checked="" type="checkbox"/>	Profession (Profession (miner))	WIS	<b>+7</b>		<b>7</b>	
<input type="checkbox"/>	Ride	DEX	<b>+14</b>	<b>+2</b>	<b>10</b>	<b>+2</b>
<input checked="" type="checkbox"/>	Search	INT	<b>+2</b>	<b>+2</b>		
<input checked="" type="checkbox"/>	Sense Motive	WIS	<b>+0</b>			
<input checked="" type="checkbox"/>	Spot	WIS	<b>+5</b>		<b>5</b>	
<input checked="" type="checkbox"/>	Survival	WIS	<b>+0</b>			
<input type="checkbox"/>	Swim	STR**	<b>+1</b>	<b>+8</b>	<b>5</b>	<b>-12</b>
<input checked="" type="checkbox"/>	Use Rope	DEX	<b>+2</b>	<b>+2</b>		

Skills marked with • can be used normally even if the character has zero (0) skill ranks  
 Skills marked with Ⓜ are cross-class skills. Skills marked with Ⓝ are restricted skills.  
 \* ARMOR CHECK PENALTY (-6) applies. \*\* ACP is doubled for swim.

