

Darr, son Badden Gamble
 CHARACTER NAME Fighter
 CLASS AND LEVEL M 103 male 4'4"
 SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN
 PLAYER Dwarf NG Moradin
 RACE ALIGNMENT DEITY



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	20	+5		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	22	+6		
INT INTELLIGENCE	14	+2		
WIS WISDOM	10	+0		
CHA CHARISMA	9	-1		

TOTAL HP HIT POINTS 25 WOUNDS/CURRENT HP _____

AC ARMOR CLASS 19 = 10 + 8 (ARMOR BONUS) + _____ (SHIELD BONUS) + 1 (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (DEFLECTION MODIFIER) + _____ (MISC MODIFIER)

TOTAL TOUCH ARMOR CLASS 11 **FLAT-FOOTED** ARMOR CLASS 18

INITIATIVE MODIFIER +2 = +2 (DEX MODIFIER) + _____ (MISC MODIFIER)

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	15	+9	6				
REFLEX (DEXTERITY)	7	+5	2				
WILL (WISDOM)	5	+5					

BASE ATTACK BONUS +15 **SPELL RESISTANCE** _____

GRAPPLE MODIFIER 20 = 15 (BASE ATTACK BONUS) + 5 (STRENGTH MODIFIER) + _____ (SIZE MODIFIER) + _____ (MISC MODIFIER)

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<u>Keen Greataxe</u>	<u>+24/+19/+14</u>	<u>1d12+2</u>	<u>x3</u>
RANGE	TYPE	NOTES	
<u>0</u>	<u>Slash (+9/+4)</u>	<u>Crit:</u>	

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	MAX RANKS (CLASS/CROSS-CLASS)		
				ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input checked="" type="checkbox"/>	CLIMB ■	STR*				
<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 type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input 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 checked="" type="checkbox"/>	INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<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				
<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 type="checkbox"/>	PROFESSION (<u>Miner</u>)	WIS			<u>2</u>	
<input type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input checked="" type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<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.)