

Melgarin  
CHARACTER NAME

Christopher  
PLAYER



Fighter 3  
CLASS AND LEVEL

Human True Neutral St Cuthbert  
RACE ALIGNMENT DEITY

Medium 30.0 Male 5'10"  
SIZE AGE GENDER HEIGHT

220 Brown Brown Tanned  
WEIGHT EYES HAIR SKIN

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	BASE HP (BEFORE CON)	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH	13	1			<b>HP</b> HIT POINTS 40	25				30 feet
<b>DEX</b> DEXTERITY	12	1			<b>AC</b> ARMOR CLASS 18	= 10 + 5 + 2 + 1 + 0 + 0 + 0 + 0 + 0				
<b>CON</b> CONSTITUTION	18	4			TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR
<b>INT</b> INTELLIGENCE	10	0			<b>TOUCH</b> ARMOR CLASS 11	<b>FLAT-FOOTED</b> ARMOR CLASS 17				
<b>WIS</b> WISDOM	9	-1			<b>INITIATIVE</b> MODIFIER 1	= 1 + 0				
<b>CHA</b> CHARISMA	12	1			TOTAL	DEX MODIFIER	MISC MODIFIER	DAMAGE REDUCTION		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	7	3	4				
<b>REFLEX</b> (DEXTERITY)	4	3	1				
<b>WILL</b> (WISDOM)	0	1	-1				

**BASE ATTACK BONUS** 3      **SPELL RESISTANCE**

**GRAPPLE** MODIFIER 4 = 3 + 1 + 0 + 0

**MELEE** attack bonus 4 = 3 + 1 + 0 + 0

**RANGED** attack bonus 4 = 3 + 1 + 0 + 0

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longsword +1	6	1d8+2	19-20/x2
RANGE	TYPE	NOTES	
-	Slashing	glows	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shield Bash	4	1d4+1	20/x2
RANGE	TYPE	NOTES	
-	Bludgeoning		

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
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- APPRAISE ■ INT 0 = 0 + + +
- BALANCE ■ ★DEX\* 1 = 1 + + +
- BLUFF ■ CHA 1 = 1 + + +
- CLIMB ■ ★STR\* 1 = 1 + + +
- CONCENTRATION ■ CON 6 = 4 + 2 +
- CRAFT ■ (Weaponsmithing) INT 4 = 0 + 4 +
- CRAFT ■ ( ) INT 0 = 0 + + +
- CRAFT ■ ( ) INT 0 = 0 + + +
- DECIPHER SCRIPT INT 0 = 0 + + +
- DIPLOMACY ■ CHA 1 = 1 + + +
- DISABLE DEVICE INT 0 = 0 + + +
- DISGUISE ■ CHA 1 = 1 + + +
- ESCAPE ARTIST ■ ★DEX\* 1 = 1 + + +
- FORGERY ■ INT 0 = 0 + + +
- GATHER INFORMATION ■ CHA 1 = 1 + + +
- HANDLE ANIMAL CHA 5 = 1 + 4 +
- HEAL ■ WIS -1 = -1 + + +
- HIDE ■ ★DEX\* 1 = 1 + + +
- INTIMIDATE ■ CHA 5 = 1 + 4 +
- JUMP ■ ★STR\* 1 = 1 + + +
- KNOWLEDGE ( ) INT 0 = 0 + + +
- KNOWLEDGE ( ) INT 0 = 0 + + +
- KNOWLEDGE ( ) INT 0 = 0 + + +
- KNOWLEDGE ( ) INT 0 = 0 + + +
- KNOWLEDGE ( ) INT 0 = 0 + + +
- KNOWLEDGE ( ) INT 0 = 0 + + +
- LISTEN ■ WIS -1 = -1 + + +
- MOVE SILENTLY ■ ★DEX\* 1 = 1 + + +
- OPEN LOCK DEX 1 = 1 + + +
- PERFORM ( ) CHA 1 = 1 + + +
- PERFORM ( ) CHA 1 = 1 + + +
- PERFORM ( ) CHA 1 = 1 + + +
- PROFESSION ( ) WIS -1 = -1 + + +
- PROFESSION ( ) WIS -1 = -1 + + +
- RIDE ■ DEX 1 = 1 + + +
- SEARCH ■ INT 0 = 0 + + +
- SENSE MOTIVE ■ WIS -1 = -1 + + +
- SLEIGHT OF HAND ★DEX\* 1 = 1 + + +
- SPELLCRAFT INT 0 = 0 + + +
- SPOT ■ WIS 1 = -1 + 2 +
- SURVIVAL ■ WIS -1 = -1 + + +
- SWIM ■ ★STR\* 1 = 1 + + +
- TUMBLE ★DEX\* 1 = 1 + + +
- USE MAGIC DEVICE CHA 1 = 1 + + +
- USE ROPE ■ DEX 1 = 1 + + +
- 0 = + + +
- 0 = + + +
- 0 = + + +

■ Denotes a skill that can be used untrained.  
 Mark this box with an ■ if the skill is a class skill for the character.  
 ★Armor check penalty (-4) applies. (Double penalty for Swim.)

