Melgarin — CHARACTER NAME
Christopher — PLAYER

Fighter 5 — CLASS AND LEVEL
Human — RACE
True Neutral — ALIGNMENT
St Cuthbert — DEITY

Medium — SIZE
30.0 — AGE
Male — GENDER
5'10" — HEIGHT
220 — WEIGHT
Brown — EYES
Brown — HAIR
Tanned — SKIN

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	13	1		
DEX DEXTERITY	12	1		
CON CONSTITUTION	21	5		
INT INTELLIGENCE	10	0		
WIS WISDOM	9	-1		
CHA CHARISMA	12	1		

HP HIT POINTS — TOTAL 65 — BASE HP (BEFORE CON) 45 — TEMPORARY HP — WOUNDS — NONLETHAL DAMAGE

SPEED 20 feet

AC ARMOR CLASS — TOTAL 21 = 10 + ARMOR BONUS 8 + SHIELD BONUS 2 + DEX MODIFIER 1 + SIZE MODIFIER 0 + NATURAL ARMOR 0 + DEFLECTION MODIFIER 0 + MISC MODIFIER

DAMAGE REDUCTION

TOUCH ARMOR CLASS 11

FLAT-FOOTED ARMOR CLASS 20

INITIATIVE MODIFIER — TOTAL 1 = DEX MODIFIER 1 + MISC MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	8 =	3 +	5 +	+	+	+
REFLEX (DEXTERITY)	4 =	1 +	1 +	+	2 +	+
WILL (WISDOM)	0 =	1 +	-1 +	+	+	+

CONDITIONAL MODIFIERS

BASE ATTACK BONUS 5

SPELL RESISTANCE

GRAPPLE MODIFIER — TOTAL 6 = BASE ATTACK BONUS 5 + STRENGTH MODIFIER 1 + SIZE MODIFIER 0 + MISC MODIFIER

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	6 =	5 +	1 +	0 +	0
RANGED attack bonus	6 =	5 +	1 +	0 +	0
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longsword +1	8	1d8+2	19-20/x2
RANGE	**TYPE**	**NOTES**	
-	Slashing	glows	

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shield Bash	3	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 _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) 8 / 4

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Appraise ■	INT	0	=	0	+		+	
☐	Balance ■	★DEX	1	=	1	+		+	
☐	Bluff ■	CHA	1	=	1	+		+	
▣	Climb ■	★STR	5	=	1	+	4	+	
☐	Concentration ■	CON	5	=	5	+		+	
▣	Craft ■ (Weaponsmithing)	INT	1	=	0	+	1	+	
☐	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	+		+	
☐	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	3	=	-1	+	4	+	
☐	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 (-8) applies. (Double penalty for Swim.)*

©2003 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.

Shackled City

CAMPAIGN

13,892

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Full Plate	Medium	8	1

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-6	35%	20	50.00	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Heavy Wooden Shield	2	10	-2

SPELL FAILURE	SPECIAL PROPERTIES
15%	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Amulet of Health	0	0.00	+2 CON

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Clothing			Potion of Remove Paralysis		
Longsword			2 potions from Adept		
Backpack					
Bedroll					
Gray Bath Towel					
Tent					
Everburning Torch					
			TOTAL WEIGHT CARRIED		60

50	100	150	150	300	750
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 × MAX LOAD)	PUSH OR DRAG (5 × MAX LOAD)

MONEY

CP — 270

SP — 3

GP — 1448

PP —

FEATS

PG.

- Power Attack (exchange melee attack points for melee damage points)
- Weapon Focus (Longsword
- Cleave (extra melee attack after dropping target)
- Great Cleave (no limit to cleaves in one round)
- Lightning Reflexes (+2 Reflex Saving throws)
- Toughness (+3 hp)

SPECIAL ABILITIES

PG.

- Weapon Proficiency
- Armor Proficiency (all)
- Shield Proficiency

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

- Common

SPELLS

PRIMARY SPELLCASTING STATISTIC | DOMAINS/SPECIALTY SCHOOL

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE DC MOD

ARCANE SPELL FAILURE 50 %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	10	0		0
	11	1ST		0
	12	2ND		0
	13	3RD		0
	14	4TH		0
	15	5TH		0
	16	6TH		0
	17	7TH		0
	18	8TH		0
	19	9TH		0

©2003 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.