CHARACTER NAME	CLASS	RACE	PLAYER	GENDER	ALIGNMENT	REGION	DEITY
Eli Parker	Fighter	Human	Scott David Gray	Male	Lawful Good	Grand Duchy of Urnst	St. Cuthbert

LEVEL (ECL)	SIZE	TYPE	AGE	HEIGHT	WEIGHT	EYES	HAIR
3 (3)	Medium	Humanoid (human)	26	5'8"	160 lbs	Amber	Light brown, curly

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	16	+3		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	12	+1		
WIS WISDOM	8	–1		
CHA CHARISMA	8	–1		

HP HIT POINTS — TOTAL: 25 — WOUNDS: — NONLETHAL DAMAGE: — SPEED: 20 ft/x4

AC ARMOR CLASS — TOTAL: 22 = 10 + ARMOR BONUS +6 + SHIELD BONUS +3 + DEX MODIFIER +3 + SIZE MODIFIER +0 + NATURAL ARMOR +0 + DEFLECT MOD +0 + MISC MOD +0 — ARMOR CHECK PENALTY –3 — DAMAGE REDUCTION:

TOUCH ARMOR CLASS: 13 — **FLAT-FOOTED** ARMOR CLASS: 19

INITIATIVE MODIFIER: TOTAL +3 = DEX MODIFIER +3 + MISC. MODIFIER +0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. & MAGIC	TEMP MODIFIER
FORTITUDE (CONSTITUTION)	+4	+3	+1	+0	
REFLEX (DEXTERITY)	+4	+1	+3	+0	
WILL (WISDOM)	+0	+1	–1	+0	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS +3 — TEMP.

GRAPPLE MODIFIER: TOTAL +6 = BASE ATTACK +3 + STR MODIFIER +3 + SIZE MODIFIER +0 + MISC. MODIFIER +0

SPELL RESISTANCE 0

ARCANE SPELL FAILURE *

ACTION POINTS

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+6	3	+3	+0	+0	
RANGED ATTACK BONUS	+6	3	+3	+0	+0	

TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC. MODIFIER + TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork longsword	+5	1d8+3	19-20/x2
Light Spiked Shield	+4	1d4+1	20/x2
Unarmed Strike	+6	1d3+3	20/x2
Masterwork longsword	+7	1d8+3	19-20/x2
Light Spiked Shield	+6	1d4+3	20/x2
Light Shield	+6	1d3+3	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	4 lb	S	Medium	Two-Weapon (primary)
	11 lb	P	Medium	Two-Weapon (secondary)
0 ft	0 lb	B	Medium	One-handed
0 ft	4 lb	S	Medium	One-handed
	11 lb	P	Medium	One-handed
	11 lb	B	Medium	One-handed

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS — MAX RANKS 6 / 3

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER
☒	Appraise[1]	INT	+1	=	1	+		+	
☒	Balance[1]	DEX*	+0	=	3	+		+	-3
☒	Bluff[1]	CHA	–1	=	-1	+		+	
☐	Climb[1]	STR*	+5	=	3	+	5	+	-3
☒	Concentration[1]	CON	+1	=	1	+		+	
☐	Craft skills…[1]	INT	+1	=	1	+		+	
☒	Diplomacy[1]	CHA	–1	=	-1	+		+	
☒	Disguise[1]	CHA	–1	=	-1	+		+	
☒	Escape Artist[1]	DEX*	+0	=	3	+		+	-3
☒	Forgery[1]	INT	+1	=	1	+		+	
☒	Gather Information[1]	CHA	–1	=	-1	+		+	
☐	Handle Animal	CHA	+4	=	-1	+	5	+	
☒	Heal[1]	WIS	–1	=	-1	+		+	
☒	Hide[1]	DEX*	+0	=	3	+		+	-3
☐	Intimidate[1]	CHA	+5	=	-1	+		+	-3
☐	Jump[1]	STR*	+4	=	3	+	4	+	-3
☒	Listen[1]	WIS	–1	=	-1	+		+	
☒	Move Silently[1]	DEX*	+0	=	3	+		+	-3
☒	Perform skills ...[1]	CHA	–1	=	-1	+		+	
☐	Ride[1]	DEX	+11	=	3	+	6	+	2
☒	Search[1]	INT	+1	=	1	+		+	
☒	Sense Motive[1]	WIS	–1	=	-1	+		+	
☒	Spot[1]	WIS	–1	=	-1	+		+	
☒	Survival[1]	WIS	–1	=	-1	+		+	
☐	Swim[1]	STR**	+1	=	3	+	4	+	-6
☒	Use Rope[1]	DEX	+3	=	3	+		+	

Skills marked with [1] can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Janice's	3,000 / 6,000
CAMPAIGN	EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+1 Breastplate	Medium	+6	+3

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
–3	25%	20	30	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
+1 Light steel shield	+2	11	+0	5%

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
1 Traveller's Outfits (0,5)			
Purse (1,0.5)	0.5		
Coins (73.93,0.55)	0.55		
MW Longsword (315,4)	4		
+1 Breastplate (1200, 30)			
Spiked +1 Lt Steel Shield (1019,11)			
Signal Whistle (0.8,0)	0		
Backpack (2,2)	2		
Flint and Steel (1,0)			
Whetstone (0.02,1)	1		
3 Sunrods (6,3)	3	**Magic Items Equipped by Slot**	
Suess, Light Warhorse (150)		**Ring Slot (RH)**	
Bit and Bridle (2,1)		(none) (0 GP)	
Military Saddle (20,30)		**Ring Slot (LH)**	
Saddlebags (4,8)		(none) (0 GP)	
1 Traveller's Outfits (1,5)		**Hand Slot**	
5 days rations (2.5,5)		(none) (0 GP)	0
Full waterskin (1,4)		**Arm Slot**	
1 lb soap (0.5,1)		(none) (0 GP)	0
5 days feed (0.25, 50)		**Head Slot**	
		(none) (0 GP)	0
		Face Slot	
		(none) (0 GP)	0
		Shoulder Slot	
		(none) (0 GP)	0
		Neck Slot	
		(none) (0 GP)	0
		Body Slot	
		(none) (0 GP)	0
		Torso Slot	
		(none) (0 GP)	0
		Waist Slot	
		(none) (0 GP)	0
		Feet Slot	
		(none) (0 GP)	0
		TOTAL WEIGHT CARRIED	52.1

NOTES

LANGUAGES

Common
Goblin

SPECIAL ABILITIES

— RACE ABILITIES —
• Base land speed of 30 feet.
• Bonus Feat: 1st level bonus feat
• Favored Class: Any
— CLASS ABILITIES —
• Proficient in all armor, and all shields(including tower shields)
• Proficient with all simple and martial weapons.
— FEATS —
• Power Attack (PH 98) : Trade attack bonus for damage (up to base attack bonus).
• Improved Bull Rush (PH 95) : +4 bonus on bull rush attempts; no attack of opportunity.
• Improved Shield Bash (PH 96) : Retain shield bonus to AC when shield bashing.
• Two-Weapon Fighting (PH 102) : Reduce two-weapon fighting penalties by 2.
• Two-Weapon Defense (PH 102) : Off-hand weapon grants +1 shield bonus to AC.

CARRYING INFO

LIGHT LOAD	MED LOAD	HEAVY LOAD
76	153	230

LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG
230	460	1,150

MONEY

PP	7
GP	3
SP	9
CP	3
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day | Used | Turning/Rebuking Check Modifier

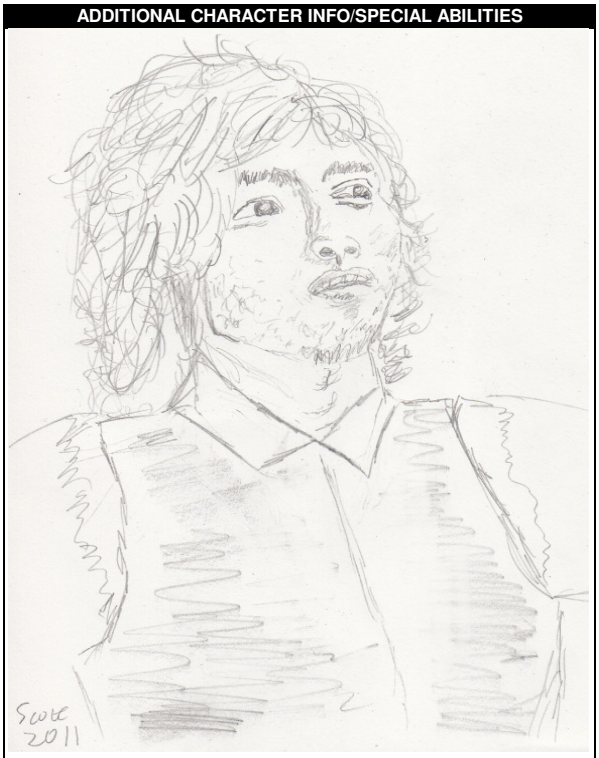
Turning/Rebuking	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES



ADDITIONAL NOTES

Suess (Warhorse, Light)
Size/Type: Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 60 ft. (12 squares)
Armor Class: 14 (-1 size, +1 Dex, +4 natural)
touch 10, flat-footed 13
Base Attack/Grapple: +2/+9
Attack: Hoof +4 melee (1d4+3)
Full Attack: 2 hooves +4 melee (1d4+3)
and bite -1 melee (1d3+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Light load: up to 230 pounds;
Medium load: 231-460 pounds;
Heavy load: 461-690 pounds.
Drag: 3,450 pounds.
Tricks: Attack, Come, Defend, Down, Guard, Stay