

CHARACTER RECORD SHEET

2nd Lt. Josiah Foster, Riddenport 1st Infantry	Scott Gray	Torag	Andoran
CHARACTER NAME	PLAYER NAME	DEITY/RELIGION	REGION
Human Humanoid (human)	Lawful Good	Medium	19
RACE (TYPE/SUBTYPE)	ALIGNMENT	SIZE	AGE
		Male	5' 8"
			160 lb.
			WEIGHT (lb.)
Fighter 1	1	Wavy blonde haired, blue eyed militiaman	
CLASSES	CHAR LVL	DESCRIPTION	

SPEED

Mod:

30 ft. / x4

OTHER SPEEDS

ENCUMBRANCE

Light

ABILITY	SCORE	MOD	TEMP SCORE	TEMP MOD	PERM MOD	OTHER MOD
STR	18	+4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX	15	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON	14	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT	8	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS	12	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA	8	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HIT POINTS

Mod:

TOTAL 12

LETHAL

NONLETHAL

DAMAGE REDUCTION

CONDITIONS

Energy Drain

SPELLS & EFFECTS

SPELL RESISTANCE

CHANNEL ENERGY (Not Available)

Effective Level Other DC Mods Times/Day Used

FORTITUDE SAVE

TOTAL = BASE + ABILITY + RACE + OTHER + MISC

+4 = **2** + **2** + **0** + **0** +

Notes:

REFLEX SAVE

+2 = **0** + **2** + **0** + **0** +

Notes:

WILL SAVE

+1 = **0** + **1** + **0** + **0** +

Notes:

GENERAL COMBAT

INITIATIVE	+4 = 4 + <input type="text"/>	MISC	MISC NOTES	ARMOR/DEFENSE NOTES
AC	19 = 10 + 5 + 2 + 2 + 0 + 0 + 0 + 0 + 0			
12	17	No	1	Shield
TOUCH	FLAT-FOOTED	SHIELD READY	MISC 1	MISC 2
MELEE	+5 = 1 + Str + 0 + 0 + <input type="text"/>			
RANGED	+3 = 1 + Dex + 0 + 0 + <input type="text"/>			
CMB	+5 = 1 + 4 + 0 + 0 + <input type="text"/>			
CMD	17 = 10 + 1 + 4 + 2 + 0 + 0 + 0 + 0 + <input type="text"/>			

SENSES

Perception	+1	PASSIVE	+11	SPECIAL
CONDITIONAL MODIFIERS / OTHER				

WEAPONS AND ATTACKS

WEAPON / ATTACK	15	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
Longsword					Medium	1	2-Wpn Primary
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
+1	4	1d8 +4	N	19-20 / x2			
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION		
—	4.0	S	1-handed				
SPECIAL PROPERTIES							
—							
Light Spiked Shield	10				Medium	1	2-Wpn Off-Hand
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
+1	2	1d4 +2	N	20 / x2			
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION		
—	5.0	P	Light				
SPECIAL PROPERTIES							
—							
Longsword	15				Medium	1	1-Handed
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
0	+3	4	1d8 +4	N	19-20 / x2		
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION		
—	4.0	S	1-handed				
SPECIAL PROPERTIES							
—							
None					Medium	1	
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
0		0		N	/ x		
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION		
—							
SPECIAL PROPERTIES							
—							
None					Medium	1	
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
0		0		N	/ x		
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION		
—							
SPECIAL PROPERTIES							
—							

CLASS?	SKILL NAME	NET ABIL	SKIL	MAIN	CAL	Armor Check Penalty	
						MISC	COND MODS
<input type="checkbox"/>	Acrobatics	Dex*	-1	1	-2		
<input type="checkbox"/>	Appraise	Int	-1	0	-1		
<input type="checkbox"/>	Bluff	Cha	-1	0	-1		
<input checked="" type="checkbox"/>	Climb	Str*	+4	1	3		
<input checked="" type="checkbox"/>	Craft (untrained)	Int	-1	0	-1		
<input type="checkbox"/>	Diplomacy	Cha	-1	0	-1		
<input type="checkbox"/>	Disguise	Cha	-1	0	-1		
<input type="checkbox"/>	Escape Artist	Dex*	-2	0	-2		
<input type="checkbox"/>	Fly	Dex*	-2	0	-2		
<input type="checkbox"/>	Heal	Wis	+1	0	1		
<input checked="" type="checkbox"/>	Intimidate	Cha	-1	0	-1		
<input type="checkbox"/>	Perception	Wis	+1	0	1		
<input type="checkbox"/>	Perform (untrained)	Cha	-1	0	-1		
<input checked="" type="checkbox"/>	Ride	Dex*	-2	0	-2		
<input checked="" type="checkbox"/>	Sense Motive	Wis	+6	1	5		
<input type="checkbox"/>	Stealth	Dex*	-2	0	-2		
<input checked="" type="checkbox"/>	Survival	Wis	+1	0	1		
<input checked="" type="checkbox"/>	Swim	Str*	0	0	0		
<input type="checkbox"/>	Disable Device	Dex*	NA	0	-2		
<input checked="" type="checkbox"/>	Handle Animal	Cha	NA	0	-1		
<input type="checkbox"/>	Knowledge (arcana)	Int	NA	0	-1		
<input checked="" type="checkbox"/>	Knowledge (dungeoneering)	Int	NA	0	-1		
<input checked="" type="checkbox"/>	Knowledge (engineering)	Int	NA	0	-1		
<input type="checkbox"/>	Knowledge (geography)	Int	NA	0	-1		
<input type="checkbox"/>	Knowledge (history)	Int	NA	0	-1		
<input type="checkbox"/>	Knowledge (local)	Int	NA	0	-1		
<input type="checkbox"/>	Knowledge (nature)	Int	NA	0	-1		
<input type="checkbox"/>	Knowledge (nobility)	Int	NA	0	-1		
<input type="checkbox"/>	Knowledge (planes)	Int	NA	0	-1		
<input type="checkbox"/>	Knowledge (religion)	Int	NA	0	-1		
<input type="checkbox"/>	Knowledge (spirits)	Int	NA	0	-1		
<input type="checkbox"/>	Linguistics	Int	NA	0	-1		
<input checked="" type="checkbox"/>	Profession (untrained)	Wis	NA	0	1		
<input type="checkbox"/>	Sleight of Hand	Dex*	NA	0	-2		
<input type="checkbox"/>	Spellcraft	Int	NA	0	-1		
<input type="checkbox"/>	Use Magic Device	Cha	NA	0	-1		

* Armor Check Penalty applies. NA skills cannot be used untrained.

RACIAL ABILITIES

- Bonus Feat: gain 1 extra feat at 1st level
- Skilled: gain 1 extra skill rank/level

TRAITS

- Reactionary: +2 Trait bonus on Initiative checks
- Suspicious: +1 Trait bonus on Sense Motive checks; Sense Motive is always a class skill

FEATS (feats marked with † are not yet fully automated)

- Armor Proficiency, Heavy: No penalties on attack rolls while wearing heavy armor
- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Armor Proficiency, Medium: No penalties on attack rolls while wearing medium armor
- Improved Shield Bash: Keep Shield bonus to AC when shield bashing
- Shield Focus: Gain +1 bonus to AC when using a shield
- Shield Proficiency: No penalties on attack rolls when using a shield
- Tower Shield Proficiency: No penalties on attack rolls when using a tower shield
- Two-Weapon Fighting: When fighting with two weapons, penalty for primary hand lessens by 2 and off hand lessens by 6

CLASS ABILITIES

FIGHTER

- Bonus Combat Feats: Gains 1 bonus Combat feat(s); at 4th level, and every fourth fighter level thereafter may learn new Combat feat in place of one already known

BACKGROUND / DEVELOPMENTS

PORTRAIT / SYMBOL



PEOPLE / ORGANIZATIONS

CREATURES

REGIONS / PLACES

OTHER NOTES

Is a Two-Weapon Warrior Archetype Fighter, so gets no "Bravery," "Armor Training," "Weapon Training," or "Armor Mastery"