

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	8	-1		
WIS WISDOM	12	+1		
CHA CHARISMA	16	+3		

Zayed Khaldi (#14034-3)
 CHARACTER NAME
Barbarian 1 Human
 CLASS RACE
 1 Medium Humanoid (Human)
 LEVEL SIZE TYPE

Scott David Gray
 PLAYER
 Male True Neutral
 GENDER ALIGNMENT
 32 5 ft. 10 in. 160 lbs.
 AGE HEIGHT WEIGHT
 Brown Black
 EYES HAIR

Qadiran
 IDENTITY
Sarenrae
 DEITY

HP HIT POINTS	17	WOUNDS		NONLETHAL DAMAGE		SPEED	
AC ARMOR CLASS	14	10	+2	+0	+2	+0	+0
	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD
TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS		12		+0	ARMOR CHECK PENALTY
	TOTAL	DAMAGE REDUCTION					

FORTITUDE (CONSTITUTION)	+4	+2	+2	+0		
REFLEX (DEXTERITY)	+2	+0	+2	+0		
WILL (WISDOM)	+1	+0	+1	+0		

BASE ATTACK BONUS	+1	+2	+0
	TOTAL	DEX MOD	MISC. MOD
INITIATIVE MODIFIER	+2	+2	+0
	TOTAL	DEX MOD	MISC. MOD

CMB COMBAT MANEUVER BONUS	+3	+1	+2	+0		
	TOTAL	BAB	STR MOD	SIZE MOD	MISC. MOD	MISC. MOD
SPELL RESISTANCE						

CMD COMBAT MANEUVER DEFENSE	+15	10	+1	+4	+0	+0
	TOTAL	BAB	STR+DEX MOD	SIZE MOD	MISC. MOD	MISC. MOD
ARCANE SPELL FAILURE	10%					
CONCENTRATION	+4					

MELEE ATTACK BONUS	+3	+1	+2	+0		
	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

RANGED ATTACK BONUS	+3	+1	+2	+0		
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Scimitar	+3	1d6+2	18-20/x2
RANGE	WEIGHT	TYPE	SIZE
-	4 lbs.	Slashing	One-handed
SPECIAL PROPERTIES			
One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger, melee	+3	1d4+2	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
-	1 lbs.	Piercing or slashing	Light
SPECIAL PROPERTIES			
One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger, thrown	+3	1d4+2	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
10 ft.	1 lbs.	Piercing	Light
SPECIAL PROPERTIES			
One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		
			ABILITY MODIFIER	RANKS	MISC. MODIFIER
Acrobatics	Dex ¹	+6	= 2	+ 1	+ 3
Jump	Dex ¹	+10	= 2	+ (1)	+ 7
Jump with running start	Dex ¹	+10	= 2	+ (1)	+ 7
<input checked="" type="checkbox"/> Appraise	Int ¹	-1	= -1	+ +	+ +
<input checked="" type="checkbox"/> Bluff	Cha ¹	+3	= 3	+ +	+ +
Climb	Str ¹	+2	= 2	+ +	+ +
Craft (alchemy)	Int ¹	-1	= -1	+ +	+ +
Craft (armor)	Int ¹	-1	= -1	+ +	+ +
Craft (bows)	Int ¹	-1	= -1	+ +	+ +
Craft (trapmaking)	Int ¹	-1	= -1	+ +	+ +
Craft (weapons)	Int ¹	-1	= -1	+ +	+ +
<input checked="" type="checkbox"/> Diplomacy	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Disguise	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Escape Artist	Dex ¹	+2	= 2	+ +	+ +
<input checked="" type="checkbox"/> Fly	Dex ¹	+2	= 2	+ +	+ +
Handle Animal	Cha	+7	= 3	+ 1	+ 3
<input checked="" type="checkbox"/> Heal	Wis ¹	+1	= 1	+ +	+ +
Intimidate	Cha ¹	+7	= 3	+ 1	+ 3
Perception	Wis ¹	+1	= 1	+ +	+ +
<input checked="" type="checkbox"/> Perform (act)	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Perform (comedy)	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Perform (dance)	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Perform (keyboard instruments)	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Perform (oratory)	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Perform (percussion instruments)	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Perform (sing)	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Perform (stringed instruments)	Cha ¹	+3	= 3	+ +	+ +
<input checked="" type="checkbox"/> Perform (wind instruments)	Cha ¹	+3	= 3	+ +	+ +
Ride	Dex ¹	+2	= 2	+ +	+ +
<input checked="" type="checkbox"/> Sense Motive	Wis ¹	+1	= 1	+ +	+ +
<input checked="" type="checkbox"/> Spellcraft	Int ¹	+0	= -1	+ +	+ 1
<input checked="" type="checkbox"/> Stealth	Dex ¹	+2	= 2	+ +	+ +
Survival	Wis ¹	+5	= 1	+ 1	+ 3
Swim	Str ¹	+2	= 2	+ +	+ +

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.

