

CHARACTER NAME: **Warblade** | RACE: **Human** | PLAYER: **Male** | ALIGNMENT: **Chaotic Good** | REGION: \_\_\_\_\_  
 CLASS: **4 (4)** | SIZE: **Medium** | RACE TYPE: **Humanoid (human)** | GENDER: **24** | ALIGNMENT: **6' 0"** | WEIGHT: **190 lbs** | DEITY: \_\_\_\_\_  
 LEVEL (ECL): \_\_\_\_\_ | AGE: \_\_\_\_\_ | HEIGHT: \_\_\_\_\_ | WEIGHT: \_\_\_\_\_ | EYES: \_\_\_\_\_ | HAIR: \_\_\_\_\_



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

HP	TOTAL	WOUNDS	NONLETHAL DAMAGE
HIT POINTS	35		

  

AC	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION
ARMOR CLASS	21	10	+5	+3	+3	+0	+0	+0	+0	-2

SPEED	DAMAGE REDUCTION
30 ft/x4	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. & MAGIC	TEMP. MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	+5	+4	+1	+0	
<b>REFLEX</b> (DEXTERITY)	+6	+1	+3	+2	
<b>WILL</b> (WISDOM)	+0	+1	-1	+0	

TOUCH	FLAT-FOOTED	INITIATIVE
ARMOR CLASS	ARMOR CLASS	MODIFIER
13	21	+7 = +3 + +4

BASE ATTACK BONUS	GRAPPLE
+4	+7 = +4 + +3 + +0 + +0

CONDITIONAL MODIFIERS

SPELL RESISTANCE	ARCANE SPELL FAILURE*	ACTION POINTS
0		

MELEE	RANGED
ATTACK BONUS: +7 = 4 + +3 + +0 + +0	ATTACK BONUS: +7 = 4 + +3 + +0 + +0

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork scourge	+8	1d8+3	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	2 lb	S	Medium	One-handed, +2 to disarm

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Heavy Spiked Shield	+7	1d6+3	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	15 lb	P	Medium	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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		
				RANKS	7 / 3.5	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	+2	= 2	+		+
<input type="checkbox"/> Balance <sup>1</sup>	DEX*	+8	= 3	+	5	+
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	+1	= 1	+		+
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+3	= 3	+	2	-2
<input type="checkbox"/> Concentration <sup>1</sup>	CON	+8	= 1	+	7	+
<input type="checkbox"/> Craft skills... <sup>1</sup>	INT	+2	= 2	+		+
<input type="checkbox"/> Diplomacy <sup>1</sup>	CHA	+6	= 1	+	5	+
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	+1	= 1	+		+
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+1	= 3	+		-2
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	+2	= 2	+		+
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	+3	= 1	+		2
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	-1	= -1	+		+
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	+1	= 3	+		-2
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	+6	= 1	+	5	+
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+10	= 3	+	7	+
<input type="checkbox"/> Knowledge (history)	INT	+3	= 2	+	1	+
<input type="checkbox"/> Knowledge (local)	INT	+7	= 2	+	5	+
<input checked="" type="checkbox"/> Listen <sup>1</sup>	WIS	-1	= -1	+		+
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+1	= 3	+		-2
<input checked="" type="checkbox"/> Perform skills ... <sup>1</sup>	CHA	+1	= 1	+		+
<input checked="" type="checkbox"/> Ride <sup>1</sup>	DEX	+3	= 3	+		+
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	+2	= 2	+		+
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	-1	= -1	+		+
<input checked="" type="checkbox"/> Spot <sup>1</sup>	WIS	-1	= -1	+		+
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	-1	= -1	+		+
<input type="checkbox"/> Swim <sup>1</sup>	STR**	+4	= 3	+	5	-4
<input type="checkbox"/> Tumble	DEX*	+10	= 3	+	7	+
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	+3	= 3	+		+

Skills marked with <sup>1</sup> 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.

