

Chen Xiaoshu

DarkElf109



CHARACTER NAME				PLAYER			
FIGHTER 3				Human			
CORE CLASSES				USER CLASS 1		USER CLASS 2	
MEDIUM				23		Male	
SIZE				AGE		GENDER	
23				6' 3"		239 lb.	
HEIGHT				EYES		HAIR	
Brown				Black		Light Tan	
SKIN				Chaotic Good			
ALIGNMENT				Kord			
DEITY							

CHARACTER RECORD SHEET

BY KEVIN ROSE, MATTHIJS HAKFOORT, GREYKNIGHT AND KORDAK
VERSION 4.8.0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	15	2			17			BASE: 30 ADJUSTED: 20
DEX DEXTERITY	14	2			16			
CON CONSTITUTION	13	1			14			
INT INTELLIGENCE	10	0			10			
WIS WISDOM	17	3			20			
CHA CHARISMA	10	0			10			
HP HIT POINTS					25			
AC ARMOR CLASS					19			
TOUCH ARMOR CLASS					12			
FLAT-FOOTED ARMOR CLASS					16			
INITIATIVE MODIFIER					6			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	4	3	1				
REFLEX (DEXTERITY)	3	1	2				
WILL (WISDOM)	4	1	3				

BASE ATTACK BONUS	3	SPELL RESISTANCE	
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GRAPPLE MODIFIER	5	BASE ATTACK BONUS	3	STRENGTH MODIFIER	2	SIZE MODIFIER	0	MISC MODIFIER	
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ATTACK		MELEE WEAPON	
Greatsword		ATTACK BONUS	DAMAGE
		+5	2d6
CRITICAL		19-20/x2	
RANGE	TYPE	ATTACK +	NOTES
-	Slashing		
WEIGHT		8 lb.	

AMMUNITION _____

ATTACK		RANGED WEAPON	
Longbow, composite		ATTACK BONUS	DAMAGE
		+5	1d8
CRITICAL		x3	
RANGE	TYPE	ATTACK +	NOTES
110 ft.	Piercing		
WEIGHT		3 lb.	

AMMUNITION 20 _____

ATTACK		MELEE WEAPON	
Greataxe		ATTACK BONUS	DAMAGE
		+5	1d12
CRITICAL		x3	
RANGE	TYPE	ATTACK +	NOTES
-	Slashing		
WEIGHT		12 lb.	

AMMUNITION _____

ATTACK		WEAPON TYPE	
		ATTACK BONUS	DAMAGE
CRITICAL			
RANGE	TYPE	ATTACK +	NOTES
WEIGHT			

AMMUNITION _____

ATTACK		WEAPON TYPE	
		ATTACK BONUS	DAMAGE
CRITICAL			
RANGE	TYPE	ATTACK +	NOTES
WEIGHT			

AMMUNITION _____

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
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<input type="checkbox"/> APPRAISE	INT	0	=	0	+	+
<input type="checkbox"/> BALANCE	DEX*	-4	=	2	+	+
<input type="checkbox"/> BLUFF	CHA	0	=	0	+	+
<input checked="" type="checkbox"/> CLIMB	STR*	-4	=	2	+	+
<input type="checkbox"/> CONCENTRATION	CON	1	=	1	+	+
<input checked="" type="checkbox"/> CRAFT ()	INT	0	=	0	+	+
<input checked="" type="checkbox"/> CRAFT ()	INT	0	=	0	+	+
<input checked="" type="checkbox"/> CRAFT ()	INT	0	=	0	+	+
<input type="checkbox"/> DECIPHER SCRIPT	INT	0	=	0	+	+
<input type="checkbox"/> DIPLOMACY	CHA	0	=	0	+	+
<input type="checkbox"/> DISABLE DEVICE	INT	0	=	0	+	+
<input type="checkbox"/> DISGUISE	CHA	0	=	0	+	+
<input type="checkbox"/> ESCAPE ARTIST	DEX*	-4	=	2	+	+
<input type="checkbox"/> FORGERY	INT	0	=	0	+	+
<input type="checkbox"/> GATHER INFORMATION	CHA	0	=	0	+	+
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	6	=	0	4	2
<input type="checkbox"/> HEAL	WIS	3	=	3	+	+
<input type="checkbox"/> HIDE (INCLUDES SIZE MODIFIER)	DEX*	-4	=	2	+	+
<input checked="" type="checkbox"/> INTIMIDATE	CHA	2	=	0	2	+
<input checked="" type="checkbox"/> JUMP	STR*	0	=	2	4	+
<input type="checkbox"/> KNOWLEDGE ()	INT		=	0	+	+
<input type="checkbox"/> KNOWLEDGE ()	INT		=	0	+	+
<input type="checkbox"/> KNOWLEDGE ()	INT		=	0	+	+
<input type="checkbox"/> KNOWLEDGE ()	INT		=	0	+	+
<input type="checkbox"/> KNOWLEDGE ()	INT		=	0	+	+
<input type="checkbox"/> LISTEN	WIS	3	=	3	+	+
<input type="checkbox"/> MOVE SILENTLY	DEX*	-4	=	2	+	+
<input type="checkbox"/> OPEN LOCK	DEX		=	0	+	+
<input type="checkbox"/> PERFORM ()	CHA		=	0	+	+
<input type="checkbox"/> PERFORM ()	CHA		=	0	+	+
<input type="checkbox"/> PERFORM ()	CHA		=	0	+	+
<input type="checkbox"/> PROFESSION ()	WIS		=	3	+	+
<input type="checkbox"/> PROFESSION ()	WIS		=	3	+	+
<input checked="" type="checkbox"/> RIDE	DEX	8	=	2	4	2
<input type="checkbox"/> SEARCH	INT	0	=	0	+	+
<input type="checkbox"/> SENSE MOTIVE	WIS	3	=	3	+	+
<input type="checkbox"/> SLEIGHT OF HAND	DEX*		=	2	+	+
<input type="checkbox"/> SPELLCRAFT	INT		=	0	+	+
<input type="checkbox"/> SPOT	WIS	3	=	3	+	+
<input type="checkbox"/> SURVIVAL	WIS	3	=	3	+	+
<input checked="" type="checkbox"/> SWIM	STR*	-10	=	2	+	+
<input type="checkbox"/> TUMBLE	DEX*		=	2	+	+
<input type="checkbox"/> USE MAGIC DEVICE	CHA		=	0	+	+
<input type="checkbox"/> USE ROPE	DEX	2	=	2	+	+
<input type="checkbox"/>		0	=	+	+	+
<input type="checkbox"/>		0	=	+	+	+
<input type="checkbox"/>		0	=	+	+	+

■ Denotes a skill that can be used untrained.

□ Mark this box with an X if the skill is a class skill for the character.

* Armor check penalty, if any, applies. (Double penalty for Swim.)

CAMPAIGN

3000	6000
EXPERIENCE POINTS	EXPERIENCE NEEDED FOR NEXT LEVEL

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Breastplate		Medium	5	+3
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-4	25%	20	40 lb.	Armor spikes

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
Shield, heavy steel		2	20 lb.	-2
SPELL FAILURE	SPECIAL PROPERTIES			
15%	Shield spikes			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
	-		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
	-		

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Quiver		3	Bedroll		5
Backpack		2	Tent		20
-Caltrops		2	Belt pouch		.5
-Flint and steel		-	-Acid flask		1
-Lantern, bullseye		3	Belt pouch		.5
-Mirror, small steel		.5	-Thunderstone		1
-Oil (1-pint flask)x5		5	Traveler's outfit		5
-Trail rations x5		5			
-Sledge		10			
-Soap x3		3			
-Spade		8			
-Waterskin		4			
-Sunrod		1			
Light warhorse		-			
Military Saddle		-	TOTAL WEIGHT CARRIED		162.5

< 67	< 133	< 200	200	400	1000
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

MONEY

CP —
SP — 4
GP — 186
PP —

FEATS

Power Attack
Mounted Combat
Trample
Animal Affinity
Improved Initiative

SPECIAL ABILITIES

CHARACTER SKETCH

LANGUAGES

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

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

40

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		