

Donner
CHARACTER NAME
Cleric/Stormlord
CLASS
5/1 (6)
LEVEL (ECL)

Medium SIZE
Human RACE
Humanoid (human) TYPE

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMP. SCORE TEMP. MODIFIER

STR Strength **16** **+3**

DEX Dexterity **15** **+2**

CON Constitution **12** **+1**

INT Intelligence **12** **+1**

WIS Wisdom **16** **+3**

CHA Charisma **10** **+0**

SAVING THROWS
FORTITUDE (CONSTITUTION) **TOTAL** **+10** = **+6** + **+1** + **+3** +
REFLEX (DEXTERITY) **+4** = **+1** + **+2** + **+1** +
WILL (WISDOM) **+10** = **+6** + **+3** + **+1** +

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

MELEE ATTACK BONUS **TOTAL** **+6** = **3** + **+3** + **+0** + **+0** +
RANGED ATTACK BONUS **+5** = **3** + **+2** + **+0** + **+0** + TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC. MODIFIER TEMP. MODIFIER

WEAPON
+1 Longspear **TOTAL ATTACK BONUS** **+7** **DAMAGE** **1d8+5** **CRITICAL** **20/x3**
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES
0 ft 9 lb P Medium Two-handed

AMMUNITION
WEAPON
+1 Javelin(Thrown) **TOTAL ATTACK BONUS** **+6** **DAMAGE** **1d6+4** **CRITICAL** **20/x2**
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES
30 ft 2 lb P Medium Thrown

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

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

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

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

AMMUNITION

Nebten

PLAYER
Male GENDER
26 AGE
5'2 HEIGHT
130 WEIGHT

REGION
Barari BELIEF
Brown HAIR
Skunk EYES

HP	TOTAL	WOUNDS	NONLETHAL DAMAGE				SPEED
HIT POINTS	44						20 ft/x4
AC	20	= 10 + +7 + +1 + +2 + +0 + +0 + +0 + +0	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR
ARMOR CLASS	TOTAL						DEFLECT MOD

TOUCH ARMOR CLASS **12** **FLAT-FOOTED** ARMOR CLASS **18**

INITIATIVE MODIFIER **+2** = **+2** + **+0**
TOTAL DEX MODIFIER MISC. MODIFIER

CONDITIONAL MODIFIERS

SPELL RESISTANCE **0**

ARCANE SPELL FAILURE*

ACTION POINTS **8**

SKILLS MAX RANKS 9 / 4.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MSC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+1	=	1	+
<input checked="" type="checkbox"/> Balance ¹	DEX*	-1	=	2	+
<input checked="" type="checkbox"/> Bluff ¹	CHA	+0	=	+	+
<input checked="" type="checkbox"/> Climb ¹	STR*	+0	=	3	+
<input type="checkbox"/> Concentration ¹	CON	+10	=	1	+
<input type="checkbox"/> Craft skills... ¹	INT	+1	=	1	+
<input type="checkbox"/> Diplomacy ¹	CHA	+0	=	+	+
<input type="checkbox"/> Disguise ¹	CHA	+0	=	+	+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	-1	=	2	+
<input checked="" type="checkbox"/> Forgery ¹	INT	+1	=	1	+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+0	=	+	+
<input type="checkbox"/> Heal ¹	WIS	+5	=	3	+
<input type="checkbox"/> Hide ¹	DEX*	-1	=	2	+
<input type="checkbox"/> Intimidate ¹	CHA	+2	=	+	2
<input checked="" type="checkbox"/> Jump ¹	STR*	-6	=	3	+
<input type="checkbox"/> Knowledge (arcana)	INT	+3	=	1	2
<input type="checkbox"/> Knowledge (religion)	INT	+10	=	1	9
<input checked="" type="checkbox"/> Listen ¹	WIS	+3	=	3	+
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	-1	=	2	+
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	+0	=	+	+
<input checked="" type="checkbox"/> Ride ¹	DEX	+2	=	2	+
<input checked="" type="checkbox"/> Search ¹	INT	+1	=	1	+
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+3	=	3	+
<input checked="" type="checkbox"/> Speak Language	INT	=	=	1	+
<input type="checkbox"/> Spot ¹	WIS	+3	=	3	+
<input type="checkbox"/> Survival ¹	WIS	+11	=	3	8
<input type="checkbox"/> Swim ¹	STR**	-2	=	3	1
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+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.



CHARACTER RECORD SHEET