

ABILITIES (Cont)

wearing medium armor.

- Shield Proficiency (Core 133): When you use a shield, the shield's armor check penalty only applies to Strength- and Dexterity-based skills

CLASS ABILITIES/MAGIC ITEMS

Judgment (Su)

/day

Touch of Resolve (Sp)

/day

Arrows

Handwritten Notes

* Denotes bonuses or penalties already included in the calculations

Ray M.
Player Name

Jorgun Revendka
Character Name

Weapon 5		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 6		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 7		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 8		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 9		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 11		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Portrait

Additional Notes

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NOTEBOOK

* Denotes bonuses or penalties already included in the calculations