



## CHARACTER SHEET

Jorgun Revndka

LN

Ray M.

CHARACTER NAME

ALIGNMENT

PLAYER

Inquisitor 1

Erastil

Mendev

CHARACTER LEVEL

DEITY

HOMELAND

Human (Kellid)

Medium

Male

37

6' 1"

195 lb.

Black

Brown

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

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

HP	TOTAL	DR
HIT POINTS	10	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

AC	ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
16	= 10 +	2	1	3					

TOUCH 13

FLAT-FOOTED 13

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	4	= 2	2			
<b>REFLEX</b> (DEXTERITY)	3	= 0	3			
<b>WILL</b> (WISDOM)	4	= 2	2			

BASE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER
0		2	= 0	2		

CMB

CMD

15 = 0 + 2 + 3 + 10

WEAPON		ATTACK BONUS	CRITICAL
Longbow		+2	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P	100 ft.	20	1d8

WEAPON		ATTACK BONUS	CRITICAL
Greatsword		+3	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
S	5 ft.	1	2d6+3

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

SPEED	LAND	30	6	30	6
FT.	6	SQ.	6	FT.	6
BASE SPEED		WITH ARMOR		TEMP MODIFIERS	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW	

SKILLS	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX	+	+
<input type="checkbox"/> APPRAISE		=INT	+	+
<input checked="" type="checkbox"/> BLUFF		=CHA	+	+
<input checked="" type="checkbox"/> CLIMB	5	=STR	2	1
<input checked="" type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input checked="" type="checkbox"/> DIPLOMACY		=CHA	+	+
<input type="checkbox"/> DISABLE DEVICE*		=DEX	+	+
<input checked="" type="checkbox"/> DISGUISE		=CHA	+	+
<input type="checkbox"/> ESCAPE ARTIST		=DEX	+	+
<input type="checkbox"/> FLY		=DEX	+	+
<input type="checkbox"/> HANDLE ANIMAL*		=CHA	+	+
<input checked="" type="checkbox"/> HEAL		=WIS	+	+
<input checked="" type="checkbox"/> INTIMIDATE	0	=CHA	-1	0
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	5	=INT	1	1
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	5	=INT	1	1
<input type="checkbox"/> LINGUISTICS*		=INT	+	+
<input checked="" type="checkbox"/> PERCEPTION	6	=WIS	2	1
<input type="checkbox"/> PERFORM		=CHA	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input checked="" type="checkbox"/> PROFESSION*		=WIS	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input checked="" type="checkbox"/> RIDE		=DEX	+	+
<input checked="" type="checkbox"/> SENSE MOTIVE	7	=WIS	2	1
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX	+	+
<input checked="" type="checkbox"/> SPELLCRAFT*		=INT	+	+
<input checked="" type="checkbox"/> STEALTH	6	=DEX	3	1
<input checked="" type="checkbox"/> SURVIVAL	6	=WIS	2	1
<input checked="" type="checkbox"/> SWIM	5	=STR	2	1
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA	+	+

CONDITIONAL MODIFIERS:  
+Wis to identify creatures

LANGUAGES:  
Common (Taldane)  
Hallit

