

CHARACTER SHEET

SUITS FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)



Yurick Smith
CHARACTER NAME

Rick (Yusaku777)
PLAYER NAME

Fighter **1**
CLASS AND LEVEL

ECL **Human** **M** **Male**
RACE/TEMPLATE SIZE GENDER

LN
ALIGNMENT RELIGION/PATRON DEITY

6' 2" **235** **Mid 20's, brown hair, green eyes**
HEIGHT WEIGHT LOOKS

ABILITY SCORES

STR <small>STRENGTH</small>	18	18	+		+		-		+4
	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	STRENGTH MODIFIER			
DEX <small>DEXTERITY</small>	13	13	+		-				+1
	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	DEXTERITY MODIFIER			
CON <small>CONSTITUTION</small>	10	10	+		-				---
	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	CONSTITUTION MODIFIER			
INT <small>INTELLIGENCE</small>	13	13	+		-				+1
	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	INTELLIGENCE MODIFIER			
WIS <small>WISDOM</small>	10	10	+		-				---
	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	WISDOM MODIFIER			
CHA <small>CHARISMA</small>	10	10	+		-				---
	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	CHARISMA MODIFIER			

COMBAT OPTIONS

BASE ATTACK BONUS +1			
Greatsword	+6	2d6+6	19-20/x2
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
	S	Wpn. Focus/Pow Atk/Cleave	
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

HIT POINTS

Max HP: 10

SPEED **30 ft. (20 ft. Armored)** **INITIATIVE MODIFIER** **+1**

GRAPPLE MODIFIER **5** - **1** + **4** + **SIZE MODIFIER** + **MISC. MODIFIER**

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC. MODIFIER	+	TEMPORARY MODIFIER
FORTITUDE <small>(CONSTITUTION)</small>	2	=	2	+	0	+		+		+	
REFLEX <small>(DEXTERITY)</small>	1	=	0	+	1	+		+		+	
WILL <small>(WISDOM)</small>	0	=	0	+	0	+		+		+	

CONDITIONAL MODIFIERS



ARMOR CLASS

AC **17** - **10+** **6** + **1** + **SIZE MODIFIER** + **NATURAL ARMOR** + **DEFLECTION MODIFIER** + **MISCELLANEOUS MODIFIERS**

TOUCH AC **11** **FLAT-FOOTED AC** **16**

SPECIAL DEFENSES

ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
Banded Mail	+1	-6	35 lbs.
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT

**EXPERIENCE
POINTS**



GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
Greatsword	Hands (Strapped to back)	8
Banded Mail	Worn	35
Backpack	Back	2
Bedroll	Backpack	5
Blanket, Winter	Backpack	3
Explorer's Outfit	Backpack	8
Crowbar	Backpack (Outside)	5
Shovel	Backpack (Outside)	8
Rope, Silk (50 ft.)	Backpack (Outside)	5
Grappling Hook	Backpack (Hooked to Rope)	4
Sack (2)	Backpack	1
Artisan's Tools (Smithing), Masterwork (+2 Craft)	Backpack	5
Whetstone	Backpack	1
Torch (5)	Backpack	5
Flint & Steel	Backpack	--
Trail Rations (20)	Backpack	20
Waterskin	Backpack	4
Pouch, Belt	Belt	3
Map Case	Belt Pouch	--
Chalk (5)	Belt Pouch	--
Potion of Cure Light Wounds (2)	Belt Pouch	--
Total Weight (No Pack)		122 (46)

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)
EYES (EYE LENSES OR GOGGLES)	ARMS/WRISTS (BRACERS OR BRACELETS)
NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)	BODY (ROBE OR SUIT OF ARMOR)
SHOULDERS (CLOAK, CAPE, OR MANTLE)	TORSO (VEST, VESTMENT, OR SHIRT)
RING #1	WAIST (BELT OR GIRDLER)
RING #2	FEET (BOOTS, SHOES, OR SLIPPERS)

MONEY

PP: 0 GP: 10 SP: 21 CP: 98 GEMS:

**CARRYING
CAPACITY**

LIGHT 000-100
LOAD:

MEDIUM 101-200
LOAD:

HEAVY 201-300
LOAD:

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/> APPRAISE ♦	INT	+1	=	+1	+
<input type="checkbox"/> AUTOHYPNOSIS	WIS		=		+
<input type="checkbox"/> BALANCE* ♦	DEX	+1(-5)	=	+1	(-6)
<input type="checkbox"/> BLUFF ♦	CHA	+0	=	+0	+
<input checked="" type="checkbox"/> CLIMB* ♦	STR	+8(2)	=	+4	(-6)
<input type="checkbox"/> CONCENTRATION ♦	CON	+0	=	+0	+
<input checked="" type="checkbox"/> CRAFT (Armorsmith) ♦	INT	+3(5)	=	+2	(+2)
<input checked="" type="checkbox"/> CRAFT (Weaponsmith) ♦	INT	+3(5)	=	+2	(+2)
<input checked="" type="checkbox"/> CRAFT () ♦	INT		=		+
<input type="checkbox"/> DECIPHER SCRIPT	INT		=		+
<input type="checkbox"/> DIPLOMACY ♦	CHA	+0	=	+0	+
<input type="checkbox"/> DISABLE DEVICE	INT		=		+
<input type="checkbox"/> DISGUISE ♦	CHA	+0	=	+0	+
<input type="checkbox"/> ESCAPE ARTIST* ♦	DEX	+1(-5)	=	+1	(-6)
<input type="checkbox"/> FORGERY ♦	INT	+1	=	+1	+
<input type="checkbox"/> GATHER INFORMATION ♦	CHA	+0	=	+0	+
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA		=		+
<input type="checkbox"/> HEAL ♦	WIS	+0	=	+0	+
<input type="checkbox"/> HIDE* ♦	DEX	+1(-5)	=	+1	(-6)
<input checked="" type="checkbox"/> INTIMIDATE ♦	CHA	+4	=	+4	+0
<input checked="" type="checkbox"/> JUMP* ♦	STR	+8(2)	=	+4	(-6)
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (ARCH/ENG)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (DUNGEONERING)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (HISTORY)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (LOCAL)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (NATURE)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (NOBILITY/ROYALTY)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (THE PLANES)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (PSIONICS)	INT		=		+
<input type="checkbox"/> KNOWLEDGE (RELIGION)	INT		=		+
<input type="checkbox"/> KNOWLEDGE ()	INT		=		+
<input type="checkbox"/> LISTEN ♦	WIS	+0	=	+0	+
<input type="checkbox"/> MOVE SILENTLY* ♦	DEX	+1(-5)	=	+1	(-6)
<input type="checkbox"/> OPEN LOCK	DEX		=		+
<input type="checkbox"/> PERFORM (ACT) ♦	CHA		=		+
<input type="checkbox"/> PERFORM (COMEDY) ♦	CHA		=		+
<input type="checkbox"/> PERFORM (DANCE) ♦	CHA		=		+
<input type="checkbox"/> PERFORM (KEYBOARD) ♦	CHA		=		+
<input type="checkbox"/> PERFORM (ORATORY) ♦	CHA		=		+
<input type="checkbox"/> PERFORM (PERCUSSION) ♦	CHA		=		+
<input type="checkbox"/> PERFORM (STRING INSTRUMENT) ♦	CHA		=		+
<input type="checkbox"/> PERFORM (WIND INSTRUMENT) ♦	CHA		=		+
<input type="checkbox"/> PERFORM (SING) ♦	CHA		=		+
<input type="checkbox"/> PERFORM () ♦	CHA		=		+
<input type="checkbox"/> PROFESSION ()	WIS		=		+
<input type="checkbox"/> PROFESSION ()	WIS		=		+
<input type="checkbox"/> PSICRAFT	INT		=		+
<input checked="" type="checkbox"/> RIDE ♦	DEX	+1	=	+1	+
<input type="checkbox"/> SEARCH ♦	INT	+1	=	+1	+
<input type="checkbox"/> SENSE MOTIVE ♦	WIS	+0	=	+0	+
<input type="checkbox"/> SLEIGHT OF HAND*	DEX		=		+
<input type="checkbox"/> SPELLCRAFT	INT		=		+
<input type="checkbox"/> SPOT ♦	WIS	+0	=	+0	+
<input type="checkbox"/> SURVIVAL ♦	WIS	+0	=	+0	+
<input checked="" type="checkbox"/> SWIM* ♦	STR	+4(-2)	=	+4	(-6)
<input type="checkbox"/> TUMBLE*	DEX		=		+
<input type="checkbox"/> USE MAGIC DEVICE	CHA		=		+
<input type="checkbox"/> USE PSIONIC DEVICE	CHA		=		+
<input type="checkbox"/> USE ROPE ♦	DEX	+1(-5)	=	+1	(-6)

Skills in *italics* are psionics-relax/d.
 Mark this box with an X if the skill is a class skill for the character.
 ♦ Denotes a skill that can be used untrained.
 *Armor check penalty, if any, applies. (Double penalty for Swim.)

RACIAL TRAITS/CLASS FEATURES

Human: Medium, 30 ft.

Extra Feat, Extra Skill Points

Fighter: Simple/Martial

Weapons, All Armor/Shields

Fighter Bonus Feats

FEATS

Weapon Focus (Greatsword)

Power Attack

Cleave

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common

Dwarven

SKILL SYNERGIES

5+ RANKS IN ...

GIVES A +2 BONUS ON ...

Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes