

CHARACTER NAME

Barbarian

CLASS

8th

SIZE

AGE

GENDER

PLAYER

John-a-tohn

ALIGNMENT

DEITY

6'0" 210

HEIGHT

WEIGHT

EYES

HAIR



CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	18	+4		4
DEX DEXTERITY	16	+3		
CON CONSTITUTION	17	+3		4
INT INTELLIGENCE	13	+1		
WIS WISDOM	11	0		
CHA CHARISMA	12	+1		

416 2N RAG8 H.P. TOTAL		WOUNDS/CURRENT HP			SUBDUAL DAMAGE		
HP HIT POINTS	89						
AC ARMOR CLASS	21 = 10 +	8	0	3	0	0	-2
	TOTAL 10	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER

INITIATIVE MODIFIER	DEX MODIFIER	MISC MODIFIER
+7	+3	+4
BASE ATTACK BONUS	+8	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+9	+6	3			2	
REFLEX (DEXTERITY)	+5	+2	-3			-2	
WILL (WISDOM)	+3	+2	-1			2	

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+12	+8	4	0	0	4
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+11	+8	3	0	0	-2

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
BLUE STEEL GREATSWORD			+16		2D6+7	15-20 ^{x2}
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
6'	12lb	SLASH	LARGE	"KEEN" EDGED		

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
MIGHTY COMP. BOW			+12		1D8+4	20=x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
130'	4 _{lb}	PIERCE	LARGE	MASTERWORK STRENGTH BOW		

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
BLUE STEEL THROWN DAGGER			+14	1D4+7	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
10'	1lb	PIERCE	TINY	DAGGER OF RETURNING	

ARMOR/PROTECTIVE ITEM		TYPE		ARMOR BONUS	MAX DEX BONUS
+1 LEATHER		MAGICAL		+3	MAX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
0	0	MAX	10lb	SHEDS WATER/ ABSORBS/ LIG	

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
BRACERS OF DEFENSE	+5	N/A	0	0
SPECIAL PROPERTIES	ACTS AS CHAIN			

AMMUNITION

(16) ARROWS	□□□□ □□□□	□□□□ □□□□
(4) SILVER ARROWS	□□□□	□□□□

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
20+35=55				55	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
20+35=55				55	

☒ ALCHEMY	INT	+2	= 1 + 2 + (-1)
☒ APPRAISE	INT	+4	= 3 + 2 + (-1)
☒ BALANCE	CHA	+1	= 1 + 0 + 0
☒ BLUFF	STR	+8	= 4 + 2 + 2
☒ CLIMB	CON	+4	= 3 + 2 + (-1)
☒ CONCENTRATION	INT		= 1 + 0 + 0
☒ CRAFT	CHA	+1	= 1 + 0 + 0
☒ DIPLOMACY	INT		= 1 + 0 + 0
☒ DISABLING DEVICE	CHA	+1	= 1 + 0 + 0
☒ DISGUISE	DEX	+3	= 3 + 0 + 0
☒ ESCAPE ARTIST	INT	+1	= 1 + 0 + 0
☒ FORGERY	CHA	+2	= 1 + 2 + (-1)
☒ GATHER INFORMATION	CHA	+2	= 1 + 1 + 0
☒ HANDLE ANIMAL	WIS	+1	= 0 + 2 + (-1)
☒ HEAL	DEX	+4	= 3 + 2 + (-1)
☒ HIDE	WIS		= 0 + 0 + 0
☒ INJUNCTION	CHA	+3	= 1 + 2 + 0
☒ INTIMIDATE	WIS	+4	= 0 + 4 + 0
☒ INTUIT DIRECTION	STR	+8	= 4 + 4 + 0
☒ JUMP	INT		= 1 + 0 + 0
☒ KNOWLEDGE (ARCANAE)	INT		= 1 + 0 + 0
☒ KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT		= 1 + 0 + 0
☒ KNOWLEDGE (GEOGRAPHY)	INT		= 1 + 0 + 0
☒ KNOWLEDGE (HISTORY)	INT		= 1 + 0 + 0
☒ KNOWLEDGE (LOCAL)	INT		= 1 + 0 + 0
☒ KNOWLEDGE (NATURE)	INT		= 1 + 0 + 0
☒ KNOWLEDGE (NOBILITY & ROYALTY)	INT		= 1 + 0 + 0
☒ KNOWLEDGE (THE PLANES)	INT		= 1 + 0 + 0
☒ KNOWLEDGE (RELIGION)	INT		= 1 + 0 + 0
☒ LISTEN	WIS	+8	= 0 + 6 + 2
☒ MOVE SILENTLY	DEX	+5	= 3 + 4 + (-2)
☒ OPEN LOCK	DEX		= 3 + 0 + 0
☒ PERFORM	CHA		= 1 + 0 + 0
☒ PICK POCKET	DEX		= 3 + 0 + 0
☒ PROPOSITION	WIS		= 0 + 0 + 0
☒ RIDE (WARHORSE)	DEX	+5	= 3 + 2 + 0
☒ SCAR (can't buy ranks)	INT		= 1 + 0 + 0
☒ SEARCH	INT	+2	= 1 + 2 + (-1)
☒ SENSE MOTIVE	WIS	+1	= 0 + 2 + (-1)
☒ SPELLCRAFT	INT		= 1 + 0 + 0
☒ SPOT	WIS	+4	= 0 + 4 + (-2) + 2
☒ SWIM	STR	+6	= 4 + 2 + 0
☒ TUMBLE	DEX	+4	= 3 + 2 + (-1)
☒ USE ROPE	DEX	+4	= 3 + 2 + (-1)
☒ WILDERNESS LORE	WIS	+4	= 0 + 4 + 0

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with □ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.