

Dargo Cragsson

2

CHARACTER NAME

Fighter 12

CLASS AND LEVEL

57 male 1,32

SIZE AGE GENDER HEIGHT

PLAYER

Dwant

RACE

70 bls

WEIGHT EYES

L.F. G.

ALIGNMENT

rot

HAIR

Moradin

DEITY

ljus

SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	16	3			HP HIT POINTS 98			
DEX DEXTERITY	15	2			AC ARMOR CLASS 20	10 + 3 + 7		
CON CONSTITUTION	16	3			TOUCH ARMOR CLASS			
INT INTELLIGENCE	11	0			FLAT-FOOTED ARMOR CLASS			
WIS WISDOM	12	1			INITIATIVE MODIFIER 3	3		
CHA CHARISMA	8	-1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	11	8	3				
REFLEX (DEXTERITY)	4	4	3				
WILL (WISDOM)	7	6	1				

BASE ATTACK BONUS	SPELL RESISTANCE
12	

GRAPPLE	MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Melee	15		
RANGE	TYPE	NOTES	
		Greataxe 1D12	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Melee	15		
RANGE	TYPE	NOTES	
		Waraxe 1D12	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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AMMUNITION

SKILLS	MAX RANKS	CLASS/CROSS-CLASS
APPRAISE	INT	
BALANCE	DEX*	5 = 2 + 3
BLUFF	CHA	
CLIMB	STR*	9 = 7 + 2
CONCENTRATION	CON	
CRAFT	INT	10 = 10 + 0
CRAFT	INT	
CRAFT	INT	
DECIPHER SCRIPT	INT	
DIPLOMACY	CHA	
DISABLE DEVICE	INT	
DISGUISE	CHA	
ESCAPE ARTIST	DEX*	5 = 2 + 3
FORGERY	INT	
GATHER INFORMATION	CHA	
HANDLE ANIMAL	CHA	4 = 5 + -1
HEAL	WIS	
HIDE	DEX*	
INTIMIDATE	CHA	4 = 5 + -1
JUMP	STR*	
KNOWLEDGE	INT	
KNOWLEDGE	INT	
KNOWLEDGE	INT	
KNOWLEDGE	INT	
KNOWLEDGE	INT	
KNOWLEDGE	INT	
LISTEN	WIS	3 = 2 + 1
MOVE SILENTLY	DEX*	
OPEN LOCK	DEX	
PERFORM	CHA	
PERFORM	CHA	
PERFORM	CHA	
PROFESSION	WIS	
PROFESSION	WIS	
RIDE	DEX	8 = 5 + 3
SEARCH	INT	
SENSE MOTIVE	WIS	
SLEIGHT OF HAND	DEX*	
SPELLCRAFT	INT	
SPOT	WIS	3 = 2 + 1
SURVIVAL	WIS	
SWIM	STR*	4 = 2 + 2
TUMBLE	DEX*	
USE MAGIC DEVICE	CHA	
USE ROPE	DEX	

Denotes a skill that can be used untrained.
Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

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