NAME ACWALENDAR KALOHN

PLAYER

62 HP

ABILITIES

ABILITY NAME	SCORE	MODIFIER
STR STRENGTH	16 TEMP	+3 TEMP
DEX DEXTERITY	15 TEMP	+2 TEMP
CON CONSTITUTION	16 TEMP	+3 TEMP
INT INTELLIGENCE	12 TEMP	+1 TEMP
WIS WISDOM	17 TEMP	+3 TEMP
CHA CHARISMA	13 TEMP	+1 TEMP

CLASS CLERIC

RACE HUMAN

ALIGN NEUTRAL

BBN
BRD
CLR 8
DRD
FTR
MNK
PAL
RGR
ROG
SOR
WIZ

8 LEVEL

STATISTICS

NAME	TOTAL	BASE	ARMOR	SHIELD	ABILITY MOD	SIZE	MISC	TEMP
AC ARMOR CLASS	12	= 10	+ 0	+ 0	+ DEX 2	+ 0	+ 0	+
REF SAVING THROW	4	= 2	+	+	+ DEX 2	+	+ 0	+
FORT SAVING THROW	9	= 6	+	+	+ CON 3	+	+ 0	+
WILL SAVING THROW	11	= 6	+	+	+ WIS 3	+	+ 2	+
INIT INITIATIVE	2	=	+	+	+ DEX 2	+	+ 0	+

MELEE

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL

STR 3 + 0 + 0 +

1st 6 = 9
2nd 1 = 4
3rd =
4th =
5th =

■ = MONK UNARMED

RANGED

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL

DEX 2 + 0 + 0 +

1st 6 = 8
2nd 1 = 3
3rd =
4th =
5th =

FEATS

FEAT NAME
COMBAT REFLEXES
IRON WILL
LEADERSHIP
POWER ATTACK

SKILLS

SKILL NAME	TOTAL	RANK	ABILITY MOD	MISC
ALCHEMY	=	+	+ INT	+
ANIMAL EMPATHY	=	+	+ CHA	+
◆APPRAISE	3 =	2	+ INT 1	+ 0
◆BALANCE	=	+	+ DEX	+ *
◆BLUFF	=	+	+ CHA	+
◆CLIMB	=	+	+ STR	+ *
◆CONCENTRATION	9 =	6	+ CON 3	+ 0
DECIPHER SCRIPT	=	+	+ INT	+
◆DIPLOMACY	9 =	8	+ CHA 1	+ 0
DISABLE DEVICE	=	+	+ INT	+
◆DISGUISE	=	+	+ CHA	+
◆ESCAPE ARTIST	=	+	+ DEX	+ *
◆FORGERY	=	+	+ INT	+
◆GATHER INFORMATION	=	+	+ CHA	+
HANDLE ANIMAL	3 =	2	+ CHA 1	+ 0
◆HEAL	=	+	+ WIS	+
◆HIDE	=	+	+ DEX	+ *
INNUENDO	=	+	+ WIS	+
◆INTIMIDATE	3 =	2	+ CHA 1	+ 0
INTUIT DIRECTION	=	+	+ WIS	+
◆JUMP	=	+	+ STR	+ *
KNOWLEDGE, ARCANA	=	+	+ INT	+
KNOWLEDGE, RELIGION	=	+	+ INT	+
KNOWLEDGE, NATURE	11 =	10	+ INT 1	+ 0
◆LISTEN	=	+	+ WIS	+
◆MOVE SILENTLY	=	+	+ DEX	+ *
OPEN LOCK	=	+	+ DEX	+
◆PERFORM	=	+	+ CHA	+
PICKPOCKET	=	+	+ DEX	+ *
READ LIPS	=	+	+ INT	+
◆RIDE	=	+	+ DEX	+
◆SCRYE	=	+	+ INT	+
◆SEARCH	=	+	+ INT	+
◆SENSE MOTIVE	=	+	+ WIS	+
SPELLCRAFT	=	+	+ INT	+
◆SPOT	=	+	+ WIS	+
◆SWIM	=	+	+ STR	+
TUMBLE	3.5 =	1.5	+ DEX 2	+ 0
USE MAGIC DEVICE	=	+	+ CHA	+
◆USE ROPE	=	+	+ DEX	+
◆WILDERNESS LORE	=	+	+ WIS	+
PROFESSION [HERDSMAN]	8 =	5	+ INT 3	+ 0
[ ]	=	+	+ INT	+
[ ]	=	+	+ WIS	+

* ARMOR CHECK PENALTY APPLIES

◆ UNTRAINED SKILL

WEAPONS

HAND	NAME							
ATTACK BONUS	BASE	ABILITY MOD	HAND	FEAT	MISC	DAMAGE	CRITICAL	RANGE
=	+	+	+	+	+			
=	+	+	+	+	+			

DUNGEONS & DRAGONS

RACIAL TRAITS

ABILITY NAME
ONE EXTRA FEAT AT FIRST LEVEL
FOUR EXTRA SKILL POINTS AT LVL 1
ONE EXTRA SKILL POINT PER LEVEL
FAVORED MULTICLASS: ANY

CLASS FEATURES

FEATURE NAME
SIMPLE WEAPON PROFICIENCY
LIGHT ARMOR PROFICIENCY
MEDIUM ARMOR PROFICIENCY
HEAVY ARMOR PROFICIENCY
SHIELD PROFICIENCY
TURN OR REBUKE UNDEAD
SPONTANEOUS CASTING

EQUIPMENT

EQUIPPED	ITEM NAME	QUANTITY	WEIGHT
X	TRAVELER'S OUTFIT		5

X	TOTAL WEIGHT CARRIED	5

ADDITIONAL ITEMS PRINT TO OVERFLOW PAGE

LANGUAGES

LANGUAGE NAME
COMMON
TERRAN

AGE	22	GENDER	M
WEIGHT	180	SIZE	M
HEIGHT	6 0		

HAIR COLOR	CHATAIN
EYE COLOR	VERTS
APPEARANCE	CHEVEUX EPAULE, BON PHYSIQUE
MANNERISMS	PAS CONFIANT
DISTINGUISHING MARKS	SERIEUX ET PENSIF
RESIDENCE	ECONTI
PHOBIAS	
FRIENDS	
ENEMIES	

EXPERIENCE	CURRENT	TO NEXT LEVEL
		36000

ARMOR

NAME	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	SPEED
ARMOR					
SHIELD					
SHIELD					

FUNDS

PP	
GP	23000
EP	
SP	
CP	

GEMS/JEWELRY:

CARRYING LOAD

LOAD	MAX DEX BONUS	CHECK PENALTY	SPEED	RUN
LIGHT	+20	0	30 ft	x4

ANIMAL

NAME / TYPE	HD	AC	HP	ATTACK	DAMAGE	SPEED