

NAME X'ELD'N X'AMR

65

PLAYER

ABILITIES

ABILITY NAME	SCORE	TEMP	MODIFIER	TEMP
<b>STR</b> STRENGTH	18	TEMP	+4	TEMP
<b>DEX</b> DEXTERITY	18	TEMP	+4	TEMP
<b>CON</b> CONSTITUTION	16	TEMP	+3	TEMP
<b>INT</b> INTELLIGENCE	10	TEMP	+0	TEMP
<b>WIS</b> WISDOM	10	TEMP	+0	TEMP
<b>CHA</b> CHARISMA	11	TEMP	+0	TEMP

CLASS FIGHTER

RACE HUMAN

ALIGN LAWFUL NEUTRAL

- BBN \_\_\_\_\_
- BRD \_\_\_\_\_
- CLR \_\_\_\_\_
- DRD \_\_\_\_\_
- FTR 7
- MNK \_\_\_\_\_
- PAL \_\_\_\_\_
- RGR \_\_\_\_\_
- ROG \_\_\_\_\_
- SOR \_\_\_\_\_
- WIZ \_\_\_\_\_

7

LEVEL

HP

STATISTICS

NAME	TOTAL	BASE	ARMOR	SHIELD	ABILITY MOD	SIZE	MISC	TEMP
<b>AC</b> ARMOR CLASS	14	10	0	0	DEX 4	0	0	
<b>REF</b> SAVING THROW	8	2			DEX 4		2	
<b>FORT</b> SAVING THROW	8	5			CON 3		0	
<b>WILL</b> SAVING THROW	2	2			WIS 0		0	
<b>INIT</b> INITIATIVE	4				DEX 4		0	

MELEE

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL
1st			7	11
2nd			2	6
3rd				
4th				
5th				

4 + 0 + 0 + 7 = 11

2 + 0 + 0 + 4 = 6

MONK UNARMED

FEATS

FEAT NAME
COMBAT REFLEXES
FOCUS: LONGSWORD
LIGHTNING REFLEXES
MOUNTED COMBAT
POINT BLANK SHOT
POWER ATTACK
PRECISE SHOT
SPECIALIZED: LONGSWORD

SKILLS

SKILL NAME	TOTAL	RANK	ABILITY MOD	MISC
ALCHEMY			+ INT	+
ANIMAL EMPATHY			+ CHA	+
◆ APPRAISE			+ INT	+
◆ BALANCE			+ DEX	+
◆ BLUFF	2	2	+ COA	+ 0
◆ CLIMB			+ STR	+
◆ CONCENTRATION			+ CON	+
DECIPHER SCRIPT			+ INT	+
◆ DIPLOMACY			+ CHA	+
DISABLE DEVICE			+ INT	+
◆ DISGUISE			+ CHA	+
◆ ESCAPE ARTIST			+ DEX	+
◆ FORGERY			+ INT	+
◆ GATHER INFORMATION			+ CHA	+
HANDLE ANIMAL			+ CHA	+
◆ HEAL			+ WIS	+
◆ HIDE			+ DEX	+
INNUENDO			+ WIS	+
◆ INTIMIDATE			+ CHA	+
INTUIT DIRECTION			+ WIS	+
◆ JUMP			+ STR	+
KNOWLEDGE, ARCANA	2	2	+ INT	+ 0
KNOWLEDGE, RELIGION			+ INT	+
KNOWLEDGE, NATURE			+ INT	+
◆ LISTEN			+ WIS	+
◆ MOVE SILENTLY			+ DEX	+
OPEN LOCK			+ DEX	+
◆ PERFORM			+ CHA	+
PICKPOCKET			+ DEX	+
READ LIPS			+ INT	+
◆ RIDE	10	6	+ DEX	+ 0
◆ SCRYE			+ INT	+
◆ SEARCH			+ INT	+
◆ SENSE MOTIVE			+ WIS	+
SPELLCRAFT			+ INT	+
◆ SPOT			+ WIS	+
◆ SWIM			+ STR	+
TUMBLE			+ DEX	+
USE MAGIC DEVICE			+ CHA	+
◆ USE ROPE			+ DEX	+
◆ WILDERNESS LORE			+ WIS	+
CRAFT [ARMORSMITHING]	5	5	+ INT	+ 0
CRAFT [BOWMAKING]	4	4	+ INT	+ 0
CRAFT [WEAPONSMITHING]	3	3	+ WIS	+ 0

RANGED

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL
1st			7	11
2nd			2	6
3rd				
4th				
5th				

4 + 0 + 0 + 7 = 11

2 + 0 + 0 + 4 = 6

WEAPONS

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

\* ARMOR CHECK PENALTY APPLIES

UNTRAINED SKILL

