

Swig

CHARACTER NAME

Wizard

CLASS

LEVEL

Dwarf(Hill)

RACE

Humanoid(dwarf)

TYPE

LonePaladin

PLAYER NAME

Medium

SIZE

AGE

Male

GENDER

HEIGHT

N

ALIGNMENT

185 lbs

WEIGHT

REGION

DEITY

Hazel

EYES

Dark Brown

HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	13	+1		
DEX DEXTERITY	13	+1		
CON CONSTITUTION	18	+4		
INT INTELLIGENCE	18	+4		
WIS WISDOM	9	-1		
CHA CHARISMA	3	-4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+6	1	4	1	
REFLEX DEXTERITY	+3	1	1	1	
WILL WISDOM	+4	4	-1	1	
GRAPPLE MODIFIER	+3	2	1	0	0

SPELL RESISTANCE	0	ARCANE SPELL FAILURE		ACTION POINTS	
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MELEE	ATTACK BONUS	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
		+3	2	1	0	0	
RANGED	ATTACK BONUS	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
		+3	2	1	0	0	

ATTACK 1			TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Heavy Crossbow			+4		1d10+1		19-20/x2	
RANGE	WEIGHT	TYPE	SIZE		SPECIAL PROPERTIES			
120 ft	8 lb	P	Medium		Two-handed; Spell Storing			

ATTACK 2				AMMUNITION	
Dagger			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
			+3	1d4+1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
10 ft	1 lb	P/S	Medium	One-handed	

ATTACK 3		AMMUNITION		
		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ATTACK 4		AMMUNITION		
TOTAL ATTACK BONUS		DAMAGE		CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ATTACK 5		AMMUNITION		
TOTAL ATTACK BONUS		DAMAGE		CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ATTACK 6		AMMUNITION		
TOTAL ATTACK BONUS		DAMAGE		CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

TOTAL		WOUNDS				NON-LETHAL DAMAGE				SPEED										
HP HIT POINTS	40									20 ft/x4										
AC ARMOR CLASS	13	=	10	+	2	+	0	+	1	+	0	+	0	+	0	+	0			
TOTAL					ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECT BONUS		MSC. BONUS		ARMOR CHECK PENALTY	DAMAGE REDUCTION

CONDITIONAL MODIFIERS

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MSC. BONUS
Appraise ¹	INT	4	=	4	+ 0 + 0
Balance ¹	DEX*	1	=	1	+ 0 + 0
Bluff ¹	CHA	-4	=	-4	+ 0 + 0
Climb ¹	STR*	1	=	1	+ 0 + 0
Concentration ¹	CON	6	=	4	+ 2 + 0
Craft skills... ¹	INT	4	=	4	+ 0 + 0
Craft (alchemy) ¹	INT	12	=	4	+ 8 + 0
Decipher Script	INT	12	=	4	+ 8 + 0
Diplomacy ¹	CHA	-4	=	-4	+ 0 + 0
Disguise ¹	CHA	-4	=	-4	+ 0 + 0
Escape Artist ¹	DEX*	1	=	1	+ 0 + 0
Forgery ¹	INT	4	=	4	+ 0 + 0
Gather Information ¹	CHA	-4	=	-4	+ 0 + 0
Heal ¹	WIS	-1	=	-1	+ 0 + 0
Hide ¹	DEX*	1	=	1	+ 0 + 0
Intimidate ¹	CHA	-4	=	-4	+ 0 + 0
Jump ¹	STR*	-5	=	1	+ 0 + -6
Knowledge (arcana)	INT	12	=	4	+ 8 + 0
Knowledge (dungeoneering)	INT	12	=	4	+ 8 + 0
Listen ¹	WIS	4	=	-1	+ 0 + 5
Move Silently ¹	DEX*	1	=	1	+ 0 + 0
Perform skills ... ¹	CHA	-4	=	-4	+ 0 + 0
Ride ¹	DEX	1	=	1	+ 0 + 0
Search ¹	INT	4	=	4	+ 0 + 0
Sense Motive ¹	WIS	-1	=	-1	+ 0 + 0
Spellcraft	INT	14	=	4	+ 8 + 2
Spot ¹	WIS	1	=	-1	+ 0 + 2
Survival ¹	WIS	-1	=	-1	+ 0 + 0
Swim ¹	STR**	1	=	1	+ 0 + 0
Use Rope ¹	DEX	1	=	1	+ 0 + 0

¹ This skill can be used even if the character has zero skill ranks.

* This skill is a class skills for at least one of your classes.

* Armor check penalty, if any, applies. ** Double the armor check penalty.