

Swig

Wizard

6

LEVEL

Dwarf(Hill)

RACE

Humanoid(dwarf)

TYPE

LonePaladin

PLAYER NAME

Medium

Male

N

SIZE

40

4'2"

185 lbs

AGE

HEIGHT

WEIGHT

REGION

DEITY

Hazel

Dark Brown

EYES

HAR

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

MISC. BONUS

TEMP. MODIFIER

FORTITUDE

CONSTITUTION

+7

=

2

+

4

+

1

+

REFLEX

DEXTERITY

+4

=

2

+

1

+

1

+

WILL

WISDOM

+5

=

5

+

-1

+

1

+

GRAPPLE

MODIFIER

+4

=

3

+

1

+

0

+

0

SPELL RESISTANCE

0

ARCANE SPELL FAILURE

ACTION POINTS

MELEE

ATTACK BONUS

TOTAL

BASE ATTACK

ABILITY MODIFIER

SIZE MODIFIER

MISC. BONUS

TEMP. MODIFIER

+4

=

3

+

1

+

0

+

0

+

RANGED

ATTACK BONUS

+4

=

3

+

1

+

0

+

0

+

ATTACK 1

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Heavy Crossbow

+5

1d10+1

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

120 ft

8 lb

P

Medium

Two-handed; Spell Storing

AMMUNITION

ATTACK 2

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Dagger

+4

1d4+1

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

10 ft

1 lb

P/S

Medium

One-handed

AMMUNITION

ATTACK 3

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

ATTACK 4

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

ATTACK 5

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

ATTACK 6

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

HP

HIT POINTS

48

AC

ARMOR CLASS

13

=

10

+

2

+

0

+

1

+

0

+

0

+

0

+

0

TOUCH

ARMOR CLASS

11

FLAT-FOOTED

ARMOR CLASS

12

INITIATIVE

+1

=

1

+

0

BASE ATTACK

+3

WOUNDS

NON-LETHAL DAMAGE

SPEED

20 ft/x4

SKILLS

MAX RANKS:

SKILL NAME

KEY ABILITY

SKILL MODIFIER

=

ABILITY MODIFIER

+

RANKS

+

MISC. BONUS

Appraise¹

INT

4

=

4

+

0

+

0

Balance¹

DEX*

1

=

1

+

0

+

0

Bluff¹

CHA

-4

=

-4

+

0

+

0

Climb¹

STR*

1

=

1

+

0

+

0

× Concentration¹

CON

7

=

4

+

3

+

0

× Craft skills...¹

INT

4

=

4

+

0

+

0

× Craft (alchemy)¹

INT

13

=

4

+

9

+

0

× Decipher Script

INT

13

=

4

+

9

+

0

Diplomacy¹

CHA

-4

=

-4

+

0

+

0

Disguise¹

CHA

-4

=

-4

+

0

+

0

Escape Artist¹

DEX*

1

=

1

+

0

+

0

Forgery¹

INT

4

=

4

+

0

+

0

Gather Information¹

CHA

-4

=

-4

+

0

+

0

Heal¹

WIS

-1

=

-1

+

0

+

0

Hide¹

DEX*

1

=

1

+

0

+

0

Intimidate¹

CHA

-4

=

-4

+

0

+

0

Jump¹

STR*

-5

=

1

+

0

+

-6

× Knowledge (arcana)

INT

13

=

4

+

9

+

0

× Knowledge (dungeoneering)

INT

13

=

4

+

9

+

0

Listen¹

WIS

4

=

-1

+

0

+

5

Move Silently¹

DEX*

1

=

1

+

0

+

0

Perform skills ...¹

CHA

-4

=

-4

+

0

+

0

Ride¹

DEX

1

=

1

+

0

+

0

Search¹

INT

4

=

4

+

0

+

0

Sense Motive¹

WIS

-1

=

-1

+

0

+

0

× Spellcraft

INT

15

=

4

+

9

+

2

Spot¹

WIS

1

=

-1

+

0

+

2

Survival¹

WIS

-1

=

-1

+

0

+

0</



DUNGEONS & DRAGONS
FAMILIAR RECORD

