

Ahnuld the Conqueror

CHARACTER NAME

Barbarian 5

CLASS AND LEVEL

M

23

M

SIZE

AGE

GENDER

HEIGHT

PLAYER

Human

CN

Krom!

RACE

ALIGNMENT

DEITY

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	20	5			HP HIT POINTS 68			
DEX DEXTERITY	16	3			AC ARMOR CLASS 16	TOTAL = 10 + 3 + 3 + 3 + 3 + 3 + 3 + 3 + 3	DAMAGE REDUCTION	
CON CONSTITUTION	18	4			TOUCH ARMOR CLASS 13	FLAT-FOOTED ARMOR CLASS 13		
INT INTELLIGENCE	9	-1			INITIATIVE MODIFIER 3	TOTAL = 3 + 3 + 3		
WIS WISDOM	10	0						
CHA CHARISMA	11	0						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	8	4	4				
REFLEX (DEXTERITY)	4	1	3				
WILL (WISDOM)	1	1	0				

BASE ATTACK BONUS	5	SPELL RESISTANCE	0%
--------------------------	---	-------------------------	----

GRAPPLE MODIFIER	10	TOTAL = 5 + 5 + 3 + 3 + 3
----------------------------	----	----------------------------------

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Greatsword	10	2d6+7	19-20
RANGE	TYPE	NOTES	
	S		

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Javelin	8	1d6+5	x2
RANGE	TYPE	NOTES	
30	P	Javelin x 3	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	<input type="checkbox"/> APPRAISE ■	INT	-1	-1	+	+
	<input type="checkbox"/> BALANCE ■	DEX*	2	3	+	+
	<input type="checkbox"/> BLUFF ■	CHA	0	0	+	+
	<input type="checkbox"/> CLIMB ■	STR*	8	5	+	4
	<input type="checkbox"/> CONCENTRATION ■	CON	4	4	+	+
	<input type="checkbox"/> CRAFT ■ ()	INT	-1	-1	+	+
	<input type="checkbox"/> CRAFT ■ ()	INT	-1	-1	+	+
	<input type="checkbox"/> CRAFT ■ ()	INT	-1	-1	+	+
	<input type="checkbox"/> DECIPHER SCRIPT	INT	-1	-1	+	+
	<input type="checkbox"/> DIPLOMACY ■	CHA	0	0	+	+
	<input type="checkbox"/> DISABLE DEVICE	INT	-1	-1	+	+
	<input type="checkbox"/> DISGUISE ■	CHA	0	0	+	+
	<input type="checkbox"/> ESCAPE ARTIST ■	DEX*	2	3	+	+
	<input type="checkbox"/> FORGERY ■	INT	-1	-1	+	+
	<input type="checkbox"/> GATHER INFORMATION ■	CHA	0	0	+	+
	<input type="checkbox"/> HANDLE ANIMAL	CHA	0	0	+	+
	<input type="checkbox"/> HEAL ■	WIS	0	0	+	+
	<input type="checkbox"/> HIDE ■	DEX*	2	3	+	+
	<input type="checkbox"/> INTIMIDATE ■	CHA	0	0	+	+
	<input type="checkbox"/> JUMP ■	STR*	6	5	+	2
	<input type="checkbox"/> KNOWLEDGE ()	INT	-1	-1	+	+
	<input type="checkbox"/> KNOWLEDGE ()	INT	-1	-1	+	+
	<input type="checkbox"/> KNOWLEDGE ()	INT	-1	-1	+	+
	<input type="checkbox"/> KNOWLEDGE ()	INT	-1	-1	+	+
	<input type="checkbox"/> KNOWLEDGE ()	INT	-1	-1	+	+
	<input type="checkbox"/> LISTEN ■	WIS	4	0	+	4
	<input type="checkbox"/> MOVE SILENTLY ■	DEX*	2	3	+	+
	<input type="checkbox"/> OPEN LOCK	DEX	3	3	+	+
	<input type="checkbox"/> PERFORM ()	CHA	0	0	+	+
	<input type="checkbox"/> PERFORM ()	CHA	0	0	+	+
	<input type="checkbox"/> PERFORM ()	CHA	0	0	+	+
	<input type="checkbox"/> PROFESSION ()	WIS	0	0	+	+
	<input type="checkbox"/> PROFESSION ()	WIS	0	0	+	+
	<input type="checkbox"/> RIDE ■	DEX	7	3	+	4
	<input type="checkbox"/> SEARCH ■	INT	-1	-1	+	+
	<input type="checkbox"/> SENSE MOTIVE ■	WIS	0	0	+	+
	<input type="checkbox"/> SLEIGHT OF HAND	DEX*	2	3	+	+
	<input type="checkbox"/> SPELLCRAFT	INT	-1	-1	+	+
	<input type="checkbox"/> SPOT ■	WIS	4	0	+	4
	<input type="checkbox"/> SURVIVAL ■	WIS	4	0	+	4
	<input type="checkbox"/> SWIM ■	STR*	3	5	+	+
	<input type="checkbox"/> TUMBLE	DEX*	2	3	+	+
	<input type="checkbox"/> USE MAGIC DEVICE	CHA	0	0	+	+
	<input type="checkbox"/> USE ROPE ■	DEX	3	3	+	+
	<input type="checkbox"/> _____	_____	0	_____	+	+
	<input type="checkbox"/> _____	_____	0	_____	+	+
	<input type="checkbox"/> _____	_____	0	_____	+	+

■ 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.)

