

CHARACTER		PLAYER			
Lizardfolk		medium			
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	
AGE		ALIGNMENT		DEITY	OCCUPATION
Common					

ADJECTIVE NAME	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
<b>STR</b> STRENGTH	19	4	17			2
<b>DEX</b> DEXTERITY	12	1	12			
<b>CON</b> CONSTITUTION	18	4	16			2
<b>INT</b> INTELLIGENCE	17	3	17			
<b>WIS</b> WISDOM	6	-2	6			
<b>CHAR</b> CHARISMA	5	-3	5			

HIT POINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVEL	
	14	d10	ranger	1	6	2	0	2	1	
TEMPORARY HP										
TOTAL HP	14	FAVORED CLASS		TOTALS	1	6	2	0	2	1

ARMOR CLASS		TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT				ARMOR PENALTY
<b>AC</b>	ARMOR CLASS	15	-10-	4		1	0						-2
<b>TOUCH</b>	ARMOR CLASS	11	-10-			1	0						4
<b>FLAT-FOOT</b>	ARMOR CLASS	14	-10-	4			0						20%

SAVING THROWS		TOTAL	CLASS BASE	ABILITY	ENHANCE	
<b>FORT</b> FORTITUDE	6	2		4		
<b>REF</b> REFLEX	1	0		1		
<b>WILL</b> WILLPOWER	0	2		-2		

ATTACK	TOTAL	BASE ATTACK/BONUS		ABILITY	SIZE	
<b>MELFE</b> ATTACK/MODIFIER	5	1		4	0	
<b>RANGED</b> ATTACK/MODIFIER	2	1		1	0	
<b>CMB</b> TO ATTACK	5	1		4	0	
<b>CMD</b> TO FEND	16	-10-	1	4	1	0

### CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

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CLASS	TOTAL	RANKS	ABILITY	TRAINED		
<input type="checkbox"/> ACROBATICS *	DEX	0	1	1	-2	
<input type="checkbox"/> APPRAISE	INT	4	1	3		
<input type="checkbox"/> BLUFF	CHA	-2	1	-3		
<input type="checkbox"/> CLIMB *	STR	14	1	4	3	6
<input type="checkbox"/> CRAFT:	INT	7	1	3	3	
<input type="checkbox"/> CRAFT:	INT					
<input type="checkbox"/> DIPLOMACY	CHA	-2	1	-3		
<input type="checkbox"/> DISABLE DEVICE *	DEX	0	1	1		-2
<input type="checkbox"/> DISGUISE	CHA	-2	1	-3		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	0	1	1		-2
<input type="checkbox"/> FLY *	DEX	-1		1		-2
<input type="checkbox"/> HANDLE ANIMAL	CHA					
<input type="checkbox"/> HEAL	WIS	-2		-2		
<input type="checkbox"/> INTIMIDATE	CHA	-3		-3		
<input type="checkbox"/> KN:	INT					
<input type="checkbox"/> KN:	INT					
<input type="checkbox"/> KN:	INT					
<input type="checkbox"/> KN:	INT					
<input type="checkbox"/> KN:	INT					
<input type="checkbox"/> KN:	INT					
<input type="checkbox"/> KN:	INT					
<input type="checkbox"/> LINGUISTICS	INT					
<input type="checkbox"/> PERCEPTION	WIS	-2		-2		
<input type="checkbox"/> PERFORM	CHA	-3		-3		
<input type="checkbox"/> PROFESSION	WIS					
<input type="checkbox"/> RIDE *	DEX	-1		1		-2
<input type="checkbox"/> SENSE MOTIVE	WIS	-2		-2		
<input type="checkbox"/> SLIGHT OF HAND *	DEX					-2
<input type="checkbox"/> SPELLCRAFT	INT					
<input type="checkbox"/> STEALTH *	DEX	-1		1		-2
<input type="checkbox"/> SURVIVAL	WIS	-2		-2		
<input type="checkbox"/> SWIM *	STR	2		4		-2
<input type="checkbox"/> USE MAGIC DEVICE	CHA					

MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. SKILLS MARKED WITH A ☐ ARE APPLIED ARMOR CHECK PENALTIES.

EXPERIENCE						
SLOW	MEDIUM	FAST				
INIT	1					
		SPEED	FLY	SWIM	CLIMB	

DR	
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<b>SR</b> SPELL RESISTANCE		
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<b>AP</b> ACTION POINTS		
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RESISTANCES

RESISTANCES

## PROFICIENCIES
