CHARACTER: Lizardfolk   **SIZE:** medium   **PLAYER:**

RACE & LA   **GENDER:**   **HEIGHT:**   **WEIGHT:**

AGE: **ALIGNMENT:**   **DEITY:**   **OCCUPATION:**

LANGUAGES: Common

Abilities

ABILITY NAME	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	19	4	17			2
DEX DEXTERITY	12	1	12			
CON CONSTITUTION	18	4	16			2
INT INTELLIGENCE	17	3	17			
WIS WISDOM	6	-2	6			
CHA CHARISMA	5	-3	5			

HIT POINTS / CLASS RECORDER

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

ATTACKS AND DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	15	-10-	4		1	0					ARMOR PENALTY -2
TOUCH ARMOR CLASS	11	-10-			1	0					MAX DEX 4
FLAT-FOOT ARMOR CLASS	14	-10-	4			0					SPELL FAILURE 20

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

ATTACK	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER	5	1	4	0	
RANGED ATTACK MODIFIER	2	1	1	0	
CMB TO ATTACK	5	1	4	0	
CMD TO DEFEND	16	-10- 1	4	1	0

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

SKILLS

CLASS		TOTAL	RANKS	ABILITY	TRAINED	
☐ ACROBATICS *	DEX	0	1	1		-2
☐ APPRAISE	INT	4	1	3		
☐ BLUFF	CHA	-2	1	-3		
☐ CLIMB *	STR	14	1	4	3	6
☐ CRAFT:	INT	7	1	3	3	
☐ CRAFT:	INT					
☐ DIPLOMACY	CHA	-2	1	-3		
☐ DISABLE DEVICE *	DEX	0	1	1		-2
☐ DISGUISE	CHA	-2	1	-3		
☐ ESCAPE ARTIST *	DEX	0	1	1		-2
☐ FLY *	DEX	-1		1		-2
☐ HANDLE ANIMAL	CHA					
☐ HEAL	WIS	-2		-2		
☐ INTIMIDATE	CHA	-3		-3		
☐ KN:	INT					
☐ KN:	INT					
☐ KN:	INT					
☐ KN:	INT					
☐ KN:	INT					
☐ KN:	INT					
☐ LINGUISTICS	INT					
☐ PERCEPTION	WIS	-2		-2		
☐ PERFORM	CHA	-3		-3		
☐ PROFESSION	WIS					
☐ RIDE *	DEX	-1		1		-2
☐ SENSE MOTIVE	WIS	-2		-2		
☐ SLIGHT OF HAND *	DEX					-2
☐ SPELLCRAFT	INT					
☐ STEALTH *	DEX	-1		1		-2
☐ SURVIVAL	WIS	-2		-2		
☐ SWIM *	STR	2		4		-2
☐ 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 INITIATIVE			1	SPEED	FLY	SWIM CLIMB
DR DAMAGE REDUCTION						
SR SPELL RESISTANCE						
AP ACTION POINTS						

RESISTANCES

RESISTANCES

ARMOR & SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	SIZE	MATERIAL	PROFICIENCIES
Chain Shirt		4	4	-2	20	light	25 lbs		

WEAPONS AND ATTACKS

WEAPONS AND ATTACKS	ENHANCE	1ST	2ND	3RD	4TH	5TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	NOTES
Dagger		+5					1d4+4	19-20/x2	10		P,S	