

Perlivash			Human			Male			CG			chaos				
Sorcerer			Humanoid (human)													
CLASS			RACE			GENDER			ALIGNMENT			DEITY				
LEVEL			TYPE			AGE			HEIGHT			WEIGHT				
EYES			HAIR													
ABILITY NAME		ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL		WOUNDS			NON-LETHAL DAMAGE			SPEED		
STR STRENGTH		8	-1			HP HIT POINTS		33			42			30 ft/x4		
DEX DEXTERITY		14	+2	11	+0	AC ARMOR CLASS		14 = 10 + 2 + 0 + 2 + 0 + 0 + 0 + 0								
CON CONSTITUTION		16	+3			TOUCH ARMOR CLASS		12			FLAT-FOOTED ARMOR CLASS			12		
INT INTELLIGENCE		14	+2			INITIATIVE		+2 = 2 + 0								
WIS WISDOM		11	+0			BASE ATTACK		+2								
CHA CHARISMA		20	+5	19	+4											
SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER	CONDITIONAL MODIFIERS									
FORTITUDE CONSTITUTION		+6	= 1	+ 3	+ 2											
REFLEX DEXTERITY		+5	= 1	+ 2	+ 2											
WILL WISDOM		+6	= 4	+ 0	+ 2											
GRAPPLE MODIFIER		+3	= 2	+ -1	+ 0	+ 2										
SPELL RESISTANCE		13	ARCANE SPELL FAILURE			ACTION POINTS										
MELEE ATTACK BONUS		TOTAL		BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER								
RANGED ATTACK BONUS		TOTAL		BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER								
ATTACK 1		TOTAL ATTACK BONUS		DAMAGE		CRITICAL										
Bite		+4		1d3 - 1		19-20/x2										
RANGE	WEIGHT	TYPE	SIZE		SPECIAL PROPERTIES											
10 ft	1 lb	P/S	Medium		One-handed											
AMMUNITION																
ATTACK 2		TOTAL ATTACK BONUS		DAMAGE		CRITICAL										
Sling		+6		1d4-1		20/x2										
RANGE	WEIGHT	TYPE	SIZE		SPECIAL PROPERTIES											
50 ft	0 lb	B	Medium		Two-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																

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. BONUS
Appraise ¹	INT	2	= 2	+ 0	+ 0	
Balance ¹	DEX*	2	= 2	+ 0	+ 0	
x Bluff ¹	CHA	9	= 5	+ 4	+ 0	
Climb ¹	STR*	-1	= -1	+ 0	+ 0	
x Concentration ¹	CON	3	= 3	+ 0	+ 0	
x Craft skills... ¹	INT	2	= 2	+ 0	+ 0	
Diplomacy ¹	CHA	8	= 5	+ 3	+ 0	
Disguise ¹	CHA	5	= 5	+ 0	+ 0	
Escape Artist ¹	DEX*					

