



Gerbert Greystone Marty
CHARACTER NAME
Dwid 6
CLASS AND LEVEL
5/6
RACE ALIGNMENT DEITY

DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	16	3	20		HP HIT POINTS 38			30 / 50 / 40
DEX DEXTERITY	20	5			AC ARMOR CLASS 17	-10 + 3		
CON CONSTITUTION	12	1			TOTAL			
INT INTELLIGENCE	10	0			TOUCH ARMOR CLASS			
WIS WISDOM	16	+3			FLAT-FOOTED ARMOR CLASS			
CHA CHARISMA	8	-1			INITIATIVE MODIFIER	5		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	7	5	2				
REFLEX (DEXTERITY)	6	2	4				
WILL (WISDOM)	8	5	3				

BASE ATTACK BONUS	+4	SPELL RESISTANCE	
GRAPPLE MODIFIER		TOTAL	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Pike +1	+10	1d6+5	x2
RANGE	TYPE	NOTES	
1	P	only in predator form	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Talon +1	+9	1d6+5	x2
RANGE	TYPE	NOTES	
1	P	only in aerial form	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longbow	+9	1d8	x3
RANGE	TYPE	NOTES	
100	P		

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Masterwork Short Sword	+5	D6+3	14-20 x2
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
APPRAISE	INT				
BALANCE	DEX*				
BLUFF	CHA				
CLIMB	STR*				
CONCENTRATION	CON	10	1	9	
CRAFT	INT				
DECIPHER SCRIPT	INT				
DIPLOMACY	CHA				
DISABLE DEVICE	INT				
DISGUISE	CHA				
ESCAPE ARTIST	DEX*				
FORGERY	INT				
GATHER INFORMATION	CHA				
HANDLE ANIMAL	CHA				
HEAL	WIS				
HIDE	DEX*				
INTIMIDATE	CHA				
JUMP	STR*				
KNOWLEDGE (nature)	INT	9	0	9	
KNOWLEDGE	INT				
KNOWLEDGE	INT				
KNOWLEDGE	INT				
KNOWLEDGE	INT				
KNOWLEDGE	INT	13	2	9	2
LISTEN	WIS				
MOVE SILENTLY	DEX*				
OPEN LOCK	DEX				
PERFORM	CHA				
PERFORM	CHA				
PERFORM	CHA				
PROFESSION	WIS				
PROFESSION	WIS				
RIDE	DEX				
SEARCH	INT				
SENSE MOTIVE	WIS				
SLEIGHT OF HAND	DEX*				
SPELLCRAFT	INT				
SPOT	WIS	13	2	9	2
SURVIVAL	WIS				
SWIM	STR*				
TUMBLE	DEX*				
USE MAGIC DEVICE	CHA				
USE ROPE	DEX				

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.)

Predator: +4 natural armor
+4 Strength
50 ft run speed
mobility
Aerial: +5 natural armor
+2 Reflex
17 +2 Strength
40 ft fly speed (good maneuverability)

Druid Spells

1 Cure Minor Wounds x 5 Heal 1 point

5+1 1 Cure Light Wounds x 2 Heal 1d8+5 points

Hawkeye x1 +5 on Spot checks 1 min/LVL

Instant of Power x1 - +4 for next damage, attack, or save for 1 ally Immediate cast

Talk to Animals

3+1 2 Cure Moderate Wounds x2 - Heal 2d8+5

Summon Nature's Ally II

2+1 3 Call Lightning

Call Lightning x1

Call Lightning Ally

Druid Not OK 2:51p

Crying + Complaining 2:56p

~~Druid~~

~~Druid~~