CHARACTER NAME Y THE AXE FLINGER	PLAYER	- DUNGEONS						
Fighter Dwarf	<u>CG</u> 8	T)RAGONS'						
MED 266 M 4'6	190 Brown Brown		TER RECORD SHEETS					
SIZE AGE GENDER HEIGHT	WEIGHT EYES HAIR	SKIN						
ABILITY NAME SCORE MODIFIER SCORE MODIFIER	TOTAL WOUNDS CURRENT HP	SUBDUAL DAMAGE RE	MAMAGE HIT DIE TYPE SPEED					
STR 26 +5 H	P 98 +90		20 feet					
DEX 15 +2 A	C 20 = 10+ 9+ +	1+0++						
CON 19 +4 3 +1	TOTAL ARMOR SHIELD BONUS MO	DEX SIZE NATURAL MISC ODIFIER MODIFIER ARMOR MODIFIER	MISS ARCANE ARMOR SPELL CHECK RESISTANCE FAILURE PENALTY					
	TIATIVE 5 = 2 + 3		SKILLS MAX RATURS					
WIS 14 +2	TOTAL DEX MISC MODIFIER MODIFIER	SKILL NAME	KEY SKILL ABILITY RANKS MISC MODIFIER					
CHA BY	ASE ATTACK 49/+3	ALCHEMY	INT					
7.7 + 0 harman harman		ANIMAL EMPATHY	CHA = + +					
SAVING THROWS TOTAL BASE ABILITY MODIFIER MODIFIER MODIFIER	MISC. TEMPORARY MODIFIER MODIFIER MODIFIER	BALANCE	DEX* = + +					
FORTITUDE 9 = 5 + 3 + 1]+[]+ +2 pois/spais	BLUFF .	CHA					
REFLEX 5 = 2 + 2 + 1] +[]*	CLIMB III	STR^* $\frac{4}{5} = \frac{4}{3} + \frac{4}{4} + \frac{-5}{3}$					
WILL (= 2 + 2 + 7	1-1-1	CRAFT # () INT 5 = 2 + 3 +					
		☐ DECIPHER SCRIPT ☐ DIPLOMACY #	INT =+++					
TOTAL BASE ATTA	STR SIZE MISC TEMPORARY	DISABLE DEVICE	INT					
MELEE 10 =	6 + 4 + + + + + + + + + + + + + + + + +	☐ DISGUISE ■ ☐ ESCAPE ARTIST ■	CHA = + +					
RANGED =		☐ FORGERY #)NT = + +					
TOTAL BASE ATTA	ICK BONUS DEX SIZE MISC MODIFIER MODIFIER MODIFIER	GATHER INFORMATION HANDLE ANIMAL	CHA = + +					
	MODIFIER MODIFIER	☐ HEAL ■	WIS					
WEAPON TOTAL ATTACK BO	ONUS DAMAGE CRITICAL	☐ HIDE ■	DEX* = + + WIS = + +					
Greataxe + 19/9	1210+Q X3	INTIMIDATE #	CHA 4 = 0 + 9 +					
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	☐ INTUIT DIRECTION	STR* 1 4 9 -5 6M					
S		☐ KNOWLEDGE (ARCANA) ☐ KNOWLEDGE (ARCHITECTURE	INT =++					
WEAPON TOTAL ATTACK BO	ONUS DAMAGE CRITICAL	& ENGINEERING)	INT =++					
		☐ KNOWLEDGE (GEOGRAPHY) ☐ KNOWLEDGE (HISTORY)	INT ++					
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	☐ KNOWLEDGE (LOCAL)	INT					
		☐ KNOWLEDGE (NATURE) ☐ KNOWLEDGE	INT+_+					
WEAPON TOTAL ATTACK BO	ONUS DAMAGE CRITICAL	(NOBILITY & ROYALTY)	=++ INT=++					
		☐ KNOWLEDGE (THE PLANES) ☐ KNOWLEDGE (RELIGION)	INT = + +					
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	☐ LISTEN ■	wis					
		☐ MOVE SILENTLY ■ ☐ OPEN LOCK	DEX*					
		PERFORM II (
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS MAX DEX BONUS	() +) CHA					
Full Plate +	9 +1	☐ PICK POCKET	DEX*++					
CHECK PENALTY SPELL FAILURE SPEED WEIGHT	SPECIAL PROPERTIES	☐ PROFESSION () WIS = + +					
_5		RIDE II () DEX					
SHIELD/PROTECTIVE ITEM, ARMOR BONUS WEI	GHT CHECK PENALTY SPELL FAILURE	☐ SEARCH ■	INT = + +					
		Sense Motive Spellcraft	WIS					
SPECIAL PROPERTI	ES	□ SPOT ■	WIS = + + +					
		SWIM III	STR**++					
AMMURITION		USE MAGIC DEVICE	DEX* = + +					
		USE ROPE III	DEX $3 = 2 + 2 +$ WIS = + +					
		□	wis					
©2000 WIZARDS OF THE COAST, INC. All rights reserved. Made in the U.S.A.	Permission granted to photocopy for personal use only.	Skills marked with a can be used normally Skills marked with \square are cross-class skills.	even if the character has zero (0) skill ranks.					

Combat Pasties

Skills marked with \(\to\) are cross-class skills. **ARMOR CHECK *** -1 per 5 lb. of gear. \(\text{S}\) TEMP Breath Dam, RES.

						SPECIAL	LABILITIES	FEATS		SPE	LLS	
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Weapon Felis Openlake + 1 alls Power a - 1 hr Covent Cleare Timproud in Histine Strict SPELL SAVE Toron MEDIAN LOAD HEAVY LOAD O DO MOD SPELL SAVE SPELL						3)+2 05	spells "	, , , ,	4тн:			
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TOTAL WEIGHT CARRIED MONEY Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points Common, Duravan, Giant, GTH Grunn, Orc, Terran, TTH Undercommon Number of Spells Known O 15T 2ND 33D 4TH 5TH 6TH 5TH						HEAD	GROUND	DRAG		2ND		
Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points Common, Duarvan, Giant, Great Great Grant, SP- GP- 50 + 409 RUMBER OF SPELLS KNOWN O 15T 2ND PP- RUMBER OF SPELLS KNOWN O 15T 2ND 38D 47H 57H 6TH 77H 88TH						EQUALS MAX LOAD	2 × MAX LOAD	5 × MAX LOAD		3RD		
Initial languages = Common + racial languages + Int bonus STH	,		TOTA	L WEIGHT CAR	RIED		ANGUAGE	<		4TH		
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GNOWN, Gablin, Orc, Terran, 7TH						Each additional lar	nguage (Speak Langua	ge) = 2 skill points				
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