DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

Ronjoon
CHARACTER NAME

Warblade
CLASS

3
LEVEL

Small
SIZE

Gnome(Rock)
RACE

Humanoid (gnome)
TYPE

Sean P
PLAYER

Male
GENDER

Chaotic Good
ALIGNMENT

AGE   HEIGHT   WEIGHT

Going Home Aspira
REGION

DEITY

EYES   HAIR

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	17	+3		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	14	+2		
WIS WISDOM	12	+1		
CHA CHARISMA	10	+0		

HP HIT POINTS — TOTAL **42** — WOUNDS **2** — NONLETHAL DAMAGE — SPEED **20 ft/x4**

AC ARMOR CLASS — TOTAL **16** = **10** + **+2** ARMOR BONUS + **+0** SHIELD BONUS + **+3** DEX MODIFIER + **+1** SIZE MODIFIER + **+0** NATURAL ARMOR + **+0** DEFLECT MOD + **+0** MISC MOD — ARMOR CHECK PENALTY — DAMAGE REDUCTION

TOUCH ARMOR CLASS **14**   **FLAT-FOOTED** ARMOR CLASS **16**

INITIATIVE MODIFIER — TOTAL **+7** = **+3** DEX MODIFIER + **+4** MISC. MODIFIER

Saving Throws

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. & MAGIC	TEMP MODIFIER
FORTITUDE (CONSTITUTION)	+6	+3	+3	+0	
REFLEX (DEXTERITY)	+6	+1	+3	+2	
WILL (WISDOM)	+2	+1	+1	+0	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS +3   TEMP.

GRAPPLE MODIFIER — TOTAL **−1** = **+3** BASE ATTACK + **+0** STR MODIFIER + **−4** SIZE MODIFIER + **+0** MISC. MODIFIER

SPELL RESISTANCE 0

ARCANE SPELL FAILURE *

ACTION POINTS

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+4	3	+0	+1	+0	
RANGED ATTACK BONUS	+7	3	+3	+1	+0	

Weapons

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shortsword			

RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shortsword		1d6	19-20 x2

RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shortbow		1d6	20 x3

RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS 6 / 3

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC. MODIFIER
☒	Appraise[1]	INT	+2	=	2	+		+	
☐	Balance[1]	DEX*	+9	=	3	+	6	+	
☒	Bluff[1]	CHA	+0	=		+		+	
☐	Climb[1]	STR*	+4	=		+	4	+	
☐	Concentration[1]	CON	+9	=	3	+	6	+	
☐	Craft skills…[1]	INT	+2	=	2	+		+	
☐	Diplomacy[1]	CHA	+6	=		+	6	+	
☐	Disguise[1]	CHA	+0	=		+		+	
☒	Escape Artist[1]	DEX*	+3	=	3	+		+	
☒	Forgery[1]	INT	+2	=	2	+		+	
☒	Gather Information[1]	CHA	+0	=		+		+	
☒	Heal[1]	WIS	+1	=	1	+		+	
☒	Hide[1]	DEX*	+7	=	3	+		+	4
☐	Intimidate[1]	CHA	+0	=		+		+	
☐	Jump[1]	STR*	−2	=		+	4	+	-6
☒	Knowledge (Knowledge Navig	INT	+2	=	2	+	0.5	+	
☒	Listen[1]	WIS	+3	=	1	+		+	2
☐	Martial Lore	INT	+4	=	2	+	2	+	
☒	Move Silently[1]	DEX*	+3	=	3	+		+	
☒	Perform skills …[1]	CHA	+0	=		+		+	
☒	Profession (Sailor)	WIS	+1	=	1	+	0.5	+	
☒	Ride[1]	DEX	+3	=	3	+		+	
☒	Search[1]	INT	+2	=	2	+		+	
☒	Sense Motive[1]	WIS	+3	=	1	+	2	+	
☒	Spot[1]	WIS	+1	=	1	+		+	
☒	Survival[1]	WIS	+1	=	1	+		+	
☐	Swim[1]	STR**	+2	=		+	2	+	
☒	Use Rope[1]	DEX	+3	=	3	+		+	

Skills marked with [1] can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills.
* ARMOR CHECK PENALTY applies.   ** Twice ARMOR CHECK PENALTY