



CHARACTER RECORD SHEET

BOGARR DEEPSARTH LG
 CHARACTER NAME ALIGNMENT
 OCCULTIST 1
 CHARACTER CLASS/LEVEL
 DWARF M m 59
 RACE SIZE GENDER AGE

CHARACTER NUMBER
 TOPAG
 DEITY FACTION
 4' 150 BL BR
 HEIGHT WEIGHT HAIR EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	13	+1		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	16	+3		
WIS WISDOM	10	0		
CHA CHARISMA	10	0		

HP HIT POINTS TOTAL 14 DR

SPEED LAND 20 FT. SQ. 20 FT. SQ.
 BASE SPEED WITH ARMOR
 FLY MANEUVERABILITY SWIM CLIMB BURROW

AC ARMOR CLASS 19 = 10 + 6 + 2 + 1 + 0 + 0 + 0 + 0
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS 11 FLAT-FOOTED ARMOR CLASS 18 MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	4	2	2				
REFLEX (DEXTERITY)	1	0	1				
WILL (WISDOM)	2	2	0				

BASE ATTACK BONUS 0 SPELL RESISTANCE 0

CMB 2 = 0 + 2 + 0 MODIFIERS
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

CMD 13 = 0 + 2 + 1 + 0 + 10
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
DWARVEN WARAXE		+2	20/x3
TYPE	RANGE	AMMUNITION	DAMAGE
S	-	-	1D10+2

WEAPON		ATTACK BONUS	CRITICAL
LIGHT CROSSBOW		+1	19-20/2
TYPE	RANGE	AMMUNITION	DAMAGE
P	80	20 BOLTS	1D8

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	-5	=DEX 1	+	+6
<input checked="" type="checkbox"/> APPRAISE	7	=INT 3	+	+1
<input type="checkbox"/> BLUFF	0	=CHA 0	+	+
<input type="checkbox"/> CLIMB	-4	=STR 2	+	+6
<input checked="" type="checkbox"/> CRAFT	3	=INT 3	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=CHA	+	+
<input type="checkbox"/> DIPLOMACY		=DEX	+	+
<input checked="" type="checkbox"/> DISABLE DEVICE*		=DEX	+	+
<input checked="" type="checkbox"/> DISGUISE	0	=CHA 0	+	+
<input type="checkbox"/> ESCAPE ARTIST	-3	=DEX 1	+	+6
<input checked="" type="checkbox"/> FLY	-5	=DEX 1	+	+6
<input type="checkbox"/> HANDLE ANIMAL*		=CHA	+	+
<input type="checkbox"/> HEAL	0	=WIS 0	+	+
<input type="checkbox"/> INTIMIDATE	0	=CHA 0	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	7	=INT 3	+	+1
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*	7	=INT 3	+	+1
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (NATURE)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	7	=INT 3	+	+1
<input checked="" type="checkbox"/> LINGUISTICS*		=INT	+	+
<input checked="" type="checkbox"/> PERCEPTION	4	=WIS 0	+	+1
<input type="checkbox"/> PERFORM	0	=CHA 0	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input checked="" type="checkbox"/> PROFESSION*	0	=WIS 0	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input type="checkbox"/> RIDE	-5	=DEX 1	+	+6
<input checked="" type="checkbox"/> SENSE MOTIVE	0	=WIS 0	+	+
<input checked="" type="checkbox"/> SLEIGHT OF HAND*		=DEX	+	+
<input checked="" type="checkbox"/> SPELLCRAFT*	7	=INT 3	+	+1
<input type="checkbox"/> STEALTH	-5	=DEX 1	+	+6
<input type="checkbox"/> SURVIVAL	0	=WIS 0	+	+
<input type="checkbox"/> SWIM	-4	=STR 2	+	+6
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	4	=CHA 0	+	+3

CONDITIONAL MODIFIERS:

LANGUAGES:
 COMMON GOBLIN
 DWARF GIANT
 TERRAN

