



CHARACTER RECORD SHEET

SAMAS GOLDEYE LG  
 CHARACTER NAME ALIGNMENT  
KINETICIST 1 (EARTH)  
 CHARACTER CLASS/LEVEL  
DWARF M M 50  
 RACE SIZE GENDER AGE

CHARACTER NUMBER  
TORAG  
 DEITY FACTION  
4'11" 157 Br Br  
 HEIGHT WEIGHT HAIR EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> STRENGTH	14	+2		
<b>DEX</b> DEXTERITY	14	+2		
<b>CON</b> CONSTITUTION	18	+4		
<b>INT</b> INTELLIGENCE	10	0		
<b>WIS</b> WISDOM	10	0		
<b>CHA</b> CHARISMA	10	0		

**HP**  
HIT POINTS  
TOTAL 13 DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

**INITIATIVE**  
MODIFIER  
TOTAL 4 = 2 + 2  
DEX MODIFIER MISC MODIFIER

**AC**  
ARMOR CLASS  
TOTAL 16 = 10 + 4 + 0 + 2 + 0 + 0 + 0 + 0  
ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

**TOUCH**  
ARMOR CLASS 12 **FLAT-FOOTED**  
ARMOR CLASS 14

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	6	2	4				
<b>REFLEX</b> (DEXTERITY)	4	2	2				
<b>WILL</b> (WISDOM)	0	0	0				

**BASE ATTACK BONUS** 0 **SPELL RESISTANCE** 6

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

**CMD**  
TOTAL 14 = 0 + 2 + 2 + 0 + 10  
BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
<b>EARTH BLAST</b>		<u>+3</u>	<u>20/x2</u>
TYPE	RANGE	AMMUNITION	DAMAGE
<u>B/P/S</u>	<u>30FT</u>	<u>-</u>	<u>1D6+6</u>

WEAPON		ATTACK BONUS	CRITICAL
<b>WARHAMMER</b>		<u>+2</u>	<u>20/x3</u>
TYPE	RANGE	AMMUNITION	DAMAGE
<u>B</u>	<u>-</u>	<u>-</u>	<u>1D8+2</u>

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

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TYPE	RANGE	AMMUNITION	DAMAGE

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TYPE	RANGE	AMMUNITION	DAMAGE

**SPEED**  
LAND 20 FT. SQ. 20 FT. SQ.  
BASE SPEED WITH ARMOR

FLY - FT. MANEUVERABILITY SWIM - FT. CLIMB - FT. BURROW - FT.

**SKILLS**

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

CONDITIONAL MODIFIERS:

LANGUAGES:  
COMMON  
DWARVEN



