

# Yarleth 'Bloodseeker'

CHARACTER NAME  
**Fighter/Ranger**  
CLASS  
**4/1**  
LEVEL  
**Medium**  
RACE  
**Hobgoblin**  
TYPE  
**Humanoid (Goblinoid)**

PLAYER  
**Male**  
GENDER  
**0**  
AGE  
**Lawful Evi**  
ALIGNMENT  
DEITY  
EYES  
HAIR



## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>			<b>HP</b> HIT POINTS	<b>42</b>		<b>30 ft/x4</b>
<b>DEX</b> DEXTERITY	<b>19</b>	<b>+4</b>			<b>AC</b> ARMOR CLASS	<b>18</b>	<b>10</b> + <b>+4</b> + <b>+0</b> + <b>+4</b> + <b>+0</b> + <b>+0</b> + <b>+0</b> + <b>+0</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>			<b>TOUCH</b> ARMOR CLASS	<b>14</b>	<b>FLAT-FOOTED</b> ARMOR CLASS	<b>14</b>
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>+0</b>						
<b>WIS</b> WISDOM	<b>10</b>	<b>+0</b>						
<b>CHA</b> CHARISMA	<b>8</b>	<b>-1</b>						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+8</b>	<b>+6</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	<b>+3</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>		
<b>WILL</b> (WISDOM)	<b>+1</b>	<b>+1</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>		

<b>BASE ATTACK BONUS</b>	<b>+5</b>	<b>SPELL RESISTANCE</b>	
<b>GRAPPLE</b> MODIFIER	<b>+9</b>	<b>ARCANE SPELL FAILURE</b>	
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER
	<b>+5</b>	<b>+4</b>	<b>+0</b>

<b>MELEE</b> ATTACK BONUS	<b>+9</b>	<b>+5</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>	
<b>RANGED</b> ATTACK BONUS	<b>+9</b>	<b>+5</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>	
TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	
	<b>+5</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>		

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Acidic Comp Longbow</b>	<b>+11</b>	<b>1d8+7 + 1d6 Acid</b>	<b>20/x3</b>
RANGE	WEIGHT	TYPE	SIZE
<b>110 ft</b>	<b>3 lb</b>	<b>P</b>	<b>Medium</b>
<b>Two-handed</b>			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Acidic Comp Longbow</b>	<b>+12</b>	<b>1d8+8 + 1d6 Acid</b>	<b>20/x3</b>
RANGE	WEIGHT	TYPE	SIZE
<b>110 ft</b>	<b>3 lb</b>	<b>P</b>	<b>Medium</b>
<b>Two-handed, Within 30'</b>			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Acidic Comp Longbow</b>	<b>+9</b>	<b>1d8+7 + 1d6 Acid</b>	<b>20/x3</b>
RANGE	WEIGHT	TYPE	SIZE
<b>110 ft</b>	<b>3 lb</b>	<b>P</b>	<b>Medium</b>
<b>Two-handed, Rapid Shot</b>			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>Masterwork battleaxe</b>	<b>+10</b>	<b>1d8+4</b>	<b>20/x3</b>
RANGE	WEIGHT	TYPE	SIZE
	<b>6 lb</b>	<b>S</b>	<b>Medium</b>
<b>One-handed</b>			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	<b>+0</b>				
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	<b>+4</b>		<b>4</b>		
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	<b>-1</b>		<b>-1</b>		
<input type="checkbox"/> Climb <sup>1</sup>	STR*	<b>+12</b>		<b>4</b>	<b>8</b>	
<input type="checkbox"/> Concentration <sup>1</sup>	CON	<b>+2</b>		<b>2</b>		
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	<b>-1</b>		<b>-1</b>		
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	<b>-1</b>		<b>-1</b>		
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	<b>+4</b>		<b>4</b>		
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	<b>+0</b>				
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	<b>-1</b>		<b>-1</b>		
<input type="checkbox"/> Heal <sup>1</sup>	WIS	<b>+0</b>				
<input type="checkbox"/> Hide <sup>1</sup>	DEX*	<b>+8</b>		<b>4</b>	<b>4</b>	
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	<b>-1</b>		<b>-1</b>		
<input type="checkbox"/> Jump <sup>1</sup>	STR*	<b>+12</b>		<b>4</b>	<b>8</b>	
<input type="checkbox"/> Listen <sup>1</sup>	WIS	<b>+0</b>				
<input type="checkbox"/> Move Silently <sup>1</sup>	DEX*	<b>+12</b>		<b>4</b>	<b>4</b>	<b>4</b>
<input type="checkbox"/> Ride <sup>1</sup>	DEX	<b>+4</b>		<b>4</b>		
<input type="checkbox"/> Search <sup>1</sup>	INT	<b>+0</b>				
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	<b>+0</b>				
<input type="checkbox"/> Spot <sup>1</sup>	WIS	<b>+4</b>			<b>4</b>	
<input type="checkbox"/> Survival <sup>1</sup>	WIS	<b>+4</b>			<b>4</b>	
<input type="checkbox"/> Swim <sup>1</sup>	STR**	<b>+4</b>		<b>4</b>		
<input type="checkbox"/> Use Rope <sup>1</sup>	DEX	<b>+4</b>		<b>4</b>		

Skills marked with<sup>1</sup> 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 applies.



# Kulgar 'Boom' Grizzletooth

CHARACTER NAME  
**Fighter/Ranger**  
CLASS  
**4/1**  
LEVEL  
**Medium**  
RACE  
**Hobgoblin**  
TYPE  
**Humanoid (Goblinoid)**

PLAYER  
**Male**  
GENDER  
**Lawful Evil**  
ALIGNMENT  
**0**  
AGE  
HEIGHT  
WEIGHT  
EYES  
HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>			<b>HP</b> HIT POINTS	<b>42</b>		<b>30 ft/x4</b>
<b>DEX</b> DEXTERITY	<b>19</b>	<b>+4</b>			<b>AC</b> ARMOR CLASS	<b>18</b>	<b>10</b> + <b>+4</b> + <b>+0</b> + <b>+4</b> + <b>+0</b> + <b>+0</b> + <b>+0</b> + <b>+0</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>			<b>TOUCH</b> ARMOR CLASS	<b>14</b>	<b>FLAT-FOOTED</b> ARMOR CLASS	<b>14</b>
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>+0</b>						
<b>WIS</b> WISDOM	<b>10</b>	<b>+0</b>						
<b>CHA</b> CHARISMA	<b>8</b>	<b>-1</b>						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+8</b>	<b>+6</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	<b>+3</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>		
<b>WILL</b> (WISDOM)	<b>+1</b>	<b>+1</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>		

<b>BASE ATTACK BONUS</b>	<b>+5</b>	<b>SPELL RESISTANCE</b>	
<b>GRAPPLE</b> MODIFIER	<b>+9</b>	<b>ARCANE SPELL FAILURE</b>	

<b>MELEE</b> ATTACK BONUS	<b>+9</b>	<b>+5</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>	
<b>RANGED</b> ATTACK BONUS	<b>+9</b>	<b>+5</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow		+11	1d8+7 + 1d6 Acid	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow		+12	1d8+8 + 1d6 Acid	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed, Within 30'

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow		+9	1d8+7 + 1d6 Acid	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed, Rapid Shot

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork battleaxe		+10	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	6 lb	S	Medium	One-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	<b>+0</b>				
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	<b>+4</b>				
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	<b>-1</b>				
<input type="checkbox"/> Climb <sup>1</sup>	STR*	<b>+12</b>				
<input type="checkbox"/> Concentration <sup>1</sup>	CON	<b>+2</b>				
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	<b>-1</b>				
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	<b>-1</b>				
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	<b>+4</b>				
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	<b>+0</b>				
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	<b>-1</b>				
<input type="checkbox"/> Heal <sup>1</sup>	WIS	<b>+0</b>				
<input type="checkbox"/> Hide <sup>1</sup>	DEX*	<b>+8</b>				
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	<b>-1</b>				
<input type="checkbox"/> Jump <sup>1</sup>	STR*	<b>+12</b>				
<input type="checkbox"/> Listen <sup>1</sup>	WIS	<b>+0</b>				
<input type="checkbox"/> Move Silently <sup>1</sup>	DEX*	<b>+12</b>				
<input type="checkbox"/> Ride <sup>1</sup>	DEX	<b>+4</b>				
<input type="checkbox"/> Search <sup>1</sup>	INT	<b>+0</b>				
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	<b>+0</b>				
<input type="checkbox"/> Spot <sup>1</sup>	WIS	<b>+4</b>				
<input type="checkbox"/> Survival <sup>1</sup>	WIS	<b>+4</b>				
<input type="checkbox"/> Swim <sup>1</sup>	STR**	<b>+4</b>				
<input type="checkbox"/> Use Rope <sup>1</sup>	DEX	<b>+4</b>				

Skills marked with<sup>1</sup> 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 applies.



## Gerlag 'Elfkiller'

CHARACTER NAME

Fighter/Ranger

Hobgoblin

RACE

Humanoid (Goblinoid)

TYPE

PLAYER

Male

GENDER

0

AGE

Lawful Evi

ALIGNMENT

DEITY

EYES

HAIR

  
CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	17	+3			HP HIT POINTS	39		30 ft/x4
DEX DEXTERITY	20	+5			AC ARMOR CLASS	19	10 + +4 + +0 + +5 + +0 + +0 + +0 + +0	
CON CONSTITUTION	14	+2			TOTAL		ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MISC MOD	ARMOR CHECK PENALTY DAMAGE REDUCTION
INT INTELLIGENCE	10	+0			TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	14
WIS WISDOM	10	+0			INITIATIVE MODIFIER	+5	+5	
CHA CHARISMA	8	-1			TOTAL		DEX MODIFIER MISC. MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+6	+2	+0	+0		
REFLEX (DEXTERITY)	+9	+4	+5	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		
BASE ATTACK BONUS	+5						
GRAPPLE MODIFIER	+8	+5	+3	+0	+0		
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER		
MELEE ATTACK BONUS	+8	+5	+3	+0	+0		
RANGED ATTACK BONUS	+10	+5	+5	+0	+0		
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	
SPELL RESISTANCE							
ARCANE SPELL FAILURE							

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Lbow - Elfbane	+11	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Lbow - Elfbane	+12	1d8+5	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30'			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Lbow - Elfbane	+9/+9	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Rapid Shot			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Lbow - Elfbane	+10/+10	1d8+5	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30', Rapid Shot			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Lbow - Elfbane			
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	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	+0			
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	+5	5		
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+11	3	8	
<input type="checkbox"/> Concentration <sup>1</sup>	CON	+2	2		
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	-1	-1		
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	-1	-1		
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+5	5		
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	+0			
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Heal <sup>1</sup>	WIS	+0			
<input type="checkbox"/> Hide <sup>1</sup>	DEX*	+12	5	7	
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+4	3	1	
<input type="checkbox"/> Listen <sup>1</sup>	WIS	+7		7	
<input type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+16	5	7	4
<input type="checkbox"/> Ride <sup>1</sup>	DEX	+5	5		
<input type="checkbox"/> Search <sup>1</sup>	INT	+0			
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	+0			
<input type="checkbox"/> Spot <sup>1</sup>	WIS	+7		7	
<input type="checkbox"/> Survival <sup>1</sup>	WIS	+7		7	
<input type="checkbox"/> Swim <sup>1</sup>	STR**	+3	3		
<input type="checkbox"/> Use Rope <sup>1</sup>	DEX	+5	5		

Skills marked with<sup>1</sup> 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 applies.



## Zulg 'Quickdeath'

CHARACTER NAME

Fighter/Rogue

Hobgoblin

PLAYER

Female

Lawful Evi

CLASS

2/3

RACE

Humanoid (Goblinoid)

GENDER

0

ALIGNMENT

DEITY

LEVEL

Medium

TYPE

AGE

HEIGHT

WEIGHT

EYES

HAIR



## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	10	+0			HP HIT POINTS	46		30 ft/x4
DEX DEXTERITY	20	+5			AC ARMOR CLASS	18	10 + +4 + +0 + +4 + +0 + +0 + +0 + +0	-1
CON CONSTITUTION	18	+4			TOTAL		ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MISC MOD	DAMAGE REDUCTION
INT INTELLIGENCE	15	+2			TOUCH ARMOR CLASS	14	FLAT-FOOTED ARMOR CLASS	14
WIS WISDOM	8	-1			INITIATIVE MODIFIER	+5	+5	
CHA CHARISMA	8	-1			TOTAL		DEX MODIFIER MISC. MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+4	+4	+0	+0		
REFLEX (DEXTERITY)	+8	+3	+5	+0	+0		
WILL (WISDOM)	+0	+1	-1	+0	+0		

BASE ATTACK BONUS	+4	TEMP. MODIFIER	SPELL RESISTANCE	ARCANE SPELL FAILURE
GRAPPLE MODIFIER	+4	BASE ATTACK MODIFIER STR MODIFIER SIZE MODIFIER MISC. MODIFIER		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	+4	+4	+0	+0	+0	
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	+9	+4	+5	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Repeating Heavy Crossbow	+10	1d10+1	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
120 ft 12 lb P Medium			Two-handed
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Repeating Heavy Crossbow	+11	1d10+2	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
120 ft 12 lb P Medium			Two-handed, Within 30'
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork repeating heavy crossbow	+8/+8	1d10	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
120 ft 12 lb P Medium			Two-handed, Rapid Shot
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Repeating Heavy Crossbow	+9/+9	1d10+1	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
120 ft 12 lb P Medium			Two-handed, Within 30', Rapid Shot
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	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/> Appraise <sup>1</sup>	INT	+2	2	+	
<input type="checkbox"/> Balance <sup>1</sup>	DEX*	+12	5	6	1
<input type="checkbox"/> Bluff <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+2		3	-1
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	+4	4		
<input type="checkbox"/> Diplomacy <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Disable Device	INT	+14	2	7	5
<input type="checkbox"/> Disguise <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+4	5		-1
<input type="checkbox"/> Forgery <sup>1</sup>	INT	+2	2		
<input type="checkbox"/> Gather Information <sup>1</sup>	CHA	-1	-1		
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	-1	-1		
<input type="checkbox"/> Hide <sup>1</sup>	DEX*	+11	5	7	-1
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+1			1
<input type="checkbox"/> Listen <sup>1</sup>	WIS	+5	-1	6	
<input type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+14	5	6	3
<input type="checkbox"/> Open Lock	DEX	+11	5	6	
<input type="checkbox"/> Ride <sup>1</sup>	DEX	+5	5		
<input type="checkbox"/> Search <sup>1</sup>	INT	+14	2	7	5
<input type="checkbox"/> Sense Motive <sup>1</sup>	WIS	-1	-1		
<input type="checkbox"/> Sleight of Hand	DEX*	+9	5	5	-1
<input type="checkbox"/> Spot <sup>1</sup>	WIS	+5	-1	6	
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	-1	-1		
<input type="checkbox"/> Swim <sup>1</sup>	STR**	-2			-2
<input type="checkbox"/> Tumble	DEX*	+10	5	6	-1
<input type="checkbox"/> Use Rope <sup>1</sup>	DEX	+5	5		

Skills marked with<sup>1</sup> can be used normally even if the character has zero (0) skill ranks. Skills marked with<sup>2</sup> are cross-class skills.

\* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.



# Bonesmash'

CHARACTER NAME  
Barbarian/Fighter  
CLASS  
1/4  
LEVEL  
Medium  
Hobgoblin  
RACE  
Humanoid (Goblinoid)  
TYPE

PLAYER  
Male  
GENDER  
Neutral Evil  
ALIGNMENT  
0  
AGE  
HEIGHT  
WEIGHT  
EYES  
HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH	21	+5			<b>HP</b> HIT POINTS	51		40 ft/x4
<b>DEX</b> DEXTERITY	18	+4			<b>AC</b> ARMOR CLASS	19	10 + +5 + +0 + +4 + +0 + +0 + +0 + +0	-1
<b>CON</b> CONSTITUTION	16	+3			TOTAL		ARMOR BONUS	SHIELD BONUS
<b>INT</b> INTELLIGENCE	10	+0			<b>TOUCH</b> ARMOR CLASS	14	<b>FLAT-FOOTED</b> ARMOR CLASS	15
<b>WIS</b> WISDOM	8	-1			<b>INITIATIVE</b> MODIFIER	+4	+4	
<b>CHA</b> CHARISMA	8	-1			TOTAL		DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	+9	+6	+3	+0	+0		
<b>REFLEX</b> (DEXTERITY)	+5	+1	+4	+0	+0		
<b>WILL</b> (WISDOM)	+0	+1	-1	+0	+0		

<b>BASE ATTACK BONUS</b>	+5	<b>TEMP. MODIFIER</b>		<b>SPELL RESISTANCE</b>	
<b>GRAPPLE</b> MODIFIER	+10	+5	+5	+0	+0
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER

<b>MELEE</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	+10	+5	+5	+0	+0	
<b>RANGED</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	+9	+5	+4	+0	+0	

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Heavy Flail	+12	1d10+10	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	10 lb	B	Medium
SPECIAL PROPERTIES Wounding			

AMMUNITION

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork handaxe	+11	1d6+5	20/x3
RANGE	WEIGHT	TYPE	SIZE
	3 lb	S	Medium
SPECIAL PROPERTIES One-handed			

AMMUNITION

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	+0			
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	+3	4		-1
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+22	5	8	9
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	+3	3		
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	-1	-1		
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	-1	-1		
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+3	4		-1
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	+0			
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	-1	-1		
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	-1	-1		
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	+3	4		-1
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	-1	-1		
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+16	5	8	3
<input type="checkbox"/> Listen <sup>1</sup>	WIS	+3	-1	4	
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+7	4		3
<input type="checkbox"/> Ride <sup>1</sup>	DEX	+4	4		
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	+0			
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	-1	-1		
<input checked="" type="checkbox"/> Spot <sup>1</sup>	WIS	-1	-1		
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	-1	-1		
<input type="checkbox"/> Swim <sup>1</sup>	STR**	+3	5		-2
<input checked="" type="checkbox"/> Tumble	DEX*	+7	4	2	1
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	+4	4		

Skills marked with<sup>1</sup> 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 applies.



# Morag 'Nightmare' Grimchain

CHARACTER NAME  
Barbarian/Fighter  
CLASS  
1/4  
LEVEL  
Medium  
Hobgoblin  
RACE  
Humanoid (Goblinoid)  
TYPE

PLAYER  
Male  
GENDER  
Neutral Evil  
ALIGNMENT  
0  
AGE  
HEIGHT  
WEIGHT  
EYES  
HAIR  
DEITY



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH	14	+2			<b>HP</b> HIT POINTS	51		40 ft/x4
<b>DEX</b> DEXTERITY	18	+4			<b>AC</b> ARMOR CLASS	19	10 + +5 + +0 + +4 + +0 + +0 + +0 + +0	
<b>CON</b> CONSTITUTION	16	+3			TOTAL		ARMOR BONUS	SHIELD BONUS
<b>INT</b> INTELLIGENCE	13	+1			<b>TOUCH</b> ARMOR CLASS	14	<b>FLAT-FOOTED</b> ARMOR CLASS	15
<b>WIS</b> WISDOM	10	+0			<b>INITIATIVE</b> MODIFIER	+4	+4	
<b>CHA</b> CHARISMA	8	-1			TOTAL		DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	+9	+6	+3	+0	+0		
<b>REFLEX</b> (DEXTERITY)	+5	+1	+4	+0	+0		
<b>WILL</b> (WISDOM)	+1	+1	+0	+0	+0		

<b>BASE ATTACK BONUS</b>	+5	<b>TEMP. MODIFIER</b>		<b>SPELL RESISTANCE</b>	
<b>GRAPPLE</b> MODIFIER	+7	+5	+2	+0	+0
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER

<b>MELEE</b> ATTACK BONUS	+7	+5	+2	+0	+0	
<b>RANGED</b> ATTACK BONUS	+9	+5	+4	+0	+0	
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	+1	=	1	+	
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	+4	=	4	+	
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	-1	=	-1	+	
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+10	=	2	+	8
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	+3	=	3	+	
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	-1	=	-1	+	
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	-1	=	-1	+	
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+4	=	4	+	
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	+1	=	1	+	
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	-1	=	-1	+	
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	+0	=		+	
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	+7	=	4	+	3
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	-1	=	-1	+	
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+14	=	2	+	8
<input type="checkbox"/> Listen <sup>1</sup>	WIS	+4	=		+	4
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+11	=	4	+	3
<input type="checkbox"/> Ride <sup>1</sup>	DEX	+4	=	4	+	
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	+1	=	1	+	
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	+0	=		+	
<input checked="" type="checkbox"/> Spot <sup>1</sup>	WIS	+0	=		+	
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	+0	=		+	
<input type="checkbox"/> Swim <sup>1</sup>	STR**	+2	=	2	+	
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	+4	=	4	+	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Spiked Chain		+8	2d4+4	20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	10 lb	P	Medium	Wounding

AMMUNITION

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork kukri		+8	1d4+2	18-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	3 lb	S	Medium	One-handed

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

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

Skills marked with<sup>1</sup> 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 applies.

