



# CHARACTER SHEET

Zov Zadok

Randall Fragg

CHARACTER NAME  
Level 1 Alchemist

ALIGNMENT

PLAYER

Underdark

CHARACTER LEVEL

DEITY

HOMELAND

Drow

Medium

Male

137

5'11

140

White

Red

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> STRENGTH	11	+0		
<b>DEX</b> DEXTERITY	14	+2		
<b>CON</b> CONSTITUTION	10	+0		
<b>INT</b> INTELLIGENCE	14	+2		
<b>WIS</b> WISDOM	11	+0		
<b>CHA</b> CHARISMA	13	+1		

<b>HP</b> HIT POINTS	TOTAL	8	DR	
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WOUNDS/CURRENT HP	
NONLETHAL DAMAGE	

<b>INITIATIVE</b> MODIFIER	2	=	2	+		
	TOTAL		DEX MODIFIER			MISC MODIFIER

<b>AC</b> ARMOR CLASS	+15	=	10	+	+3	+		+	+2	+		+		+		+	
	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER		

<b>TOUCH</b> ARMOR CLASS	12	<b>FLAT-FOOTED</b> ARMOR CLASS	13		
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)		2					
<b>REFLEX</b> (DEXTERITY)	4	2	2				
<b>WILL</b> (WISDOM)		0					

<b>BASE ATTACK BONUS</b>	0	<b>SPELL RESISTANCE</b>	7
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<b>CMB</b>	0						
	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER			MODIFIERS

<b>CMD</b>	12			2			+10
	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER		

WEAPON		ATTACK BONUS	CRITICAL
Bombs (Splash Damage)		+3	
TYPE	RANGE	AMMUNITION	DAMAGE
	20ft	3 Bombs per day	1d6+2

WEAPON		ATTACK BONUS	CRITICAL
Light Crossbow		+2	19-20
TYPE	RANGE	AMMUNITION	DAMAGE
	80	Bolts (20)	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

<b>SPEED</b> LAND	30 FT.	SQ.	30 FT.	SQ.	TEMP MODIFIERS
	BASE SPEED		WITH ARMOR		
	FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

## SKILLS

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

CONDITIONAL MODIFIERS:

LANGUAGES:  
Elven, Undercommon, Common, Draconic

