



# CHARACTER SHEET

Alfstronk of Red River

LE

Randall Fragg

CHARACTER NAME  
Bloodrager 1

ALIGNMENT

PLAYER

CHARACTER CLASS AND LEVEL

M Male 30

DEITY

67

HOMELAND

Brown Red

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> STRENGTH	18	+4		
<b>DEX</b> DEXTERITY	13	+1		
<b>CON</b> CONSTITUTION	13	+1		
<b>INT</b> INTELLIGENCE	12	+1		
<b>WIS</b> WISDOM	6	-2		
<b>CHA</b> CHARISMA	14	+2		

<b>HP</b> HIT POINTS	TOTAL	12	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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<b>INITIATIVE</b> MODIFIER	1	=	1	+		
TOTAL		DEX MODIFIER		MISC MODIFIER		

<b>AC</b> ARMOR CLASS	16	=	10	+	5	+		+	1	+		+		+		+	
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER			

<b>TOUCH</b> ARMOR CLASS	11	<b>FLAT-FOOTED</b> ARMOR CLASS	15	MODIFIERS	
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	3	2	1				
<b>REFLEX</b> (DEXTERITY)	1	0	1				
<b>WILL</b> (WISDOM)	0	0	-2		2		

<b>BASE ATTACK BONUS</b>	+1	<b>SPELL RESISTANCE</b>	
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<b>CMB</b>	5/7	=	1	+	4/6	+		+		MODIFIERS	
TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER					

<b>CMD</b>	16/18	=	1	+	4/6	+	1	+		+	10
TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER			

WEAPON	ATTACK BONUS	CRITICAL	
Unarmed	+5/+7	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
Bludge			1d3+4/6

WEAPON	ATTACK BONUS	CRITICAL	
Cestus	+5/+7	19-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B or P			1d4+4/6

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	40	FT.	SQ.	40	FT.	SQ.	TEMP MODIFIERS
BASE SPEED		WITH ARMOR					
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW			

## SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	5	=DEX 1	+ 1	+
<input type="checkbox"/> APPRAISE		=INT 1	+	+
<input type="checkbox"/> BLUFF		=CHA 2	+	+
<input checked="" type="checkbox"/> CLIMB	8	=STR 4	+ 1	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> DIPLOMACY	3	=CHA 2	+ 1	+
<input type="checkbox"/> DISABLE DEVICE*		=DEX	+	+
<input type="checkbox"/> DISGUISE		=CHA	+	+
<input type="checkbox"/> ESCAPE ARTIST		=DEX	+	+
<input type="checkbox"/> FLY		=DEX	+	+
<input checked="" type="checkbox"/> HANDLE ANIMAL*		=CHA	+	+
<input type="checkbox"/> HEAL	6	=WIS	+	+
<input checked="" type="checkbox"/> INTIMIDATE		=CHA 4	+ 1	+
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (NATURE)*		=INT	+	+
<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	2	=WIS -2	+ 1	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input checked="" type="checkbox"/> RIDE		=DEX	+	+
<input type="checkbox"/> SENSE MOTIVE		=WIS	+	+
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX	+	+
<input type="checkbox"/> SPELLCRAFT*		=INT	+	+
<input type="checkbox"/> STEALTH		=DEX	+	+
<input checked="" type="checkbox"/> SURVIVAL	2	=WIS -2	+ 1	+
<input checked="" type="checkbox"/> SWIM		=STR	+	+
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA	+	+

CLASS SKILL \* TRAINED ONLY  
CONDITIONAL MODIFIERS:

LANGUAGES:  
Common, Ignan

