



WOLFEIN CHARACTER NAME
PRUID 2 CLASS AND LEVEL
M 20 AGE **M** 5'10" GENDER **120** 120 WEIGHT **BKUR** BKUR EYES **WHIR** WHIR HAIR **BLUS** BLUS SKIN
BATE PLAYER **1/2 ELF** 1/2 ELF RACE **N** N ALIGNMENT **ODAD - HA1** ODAD - HA1 DEITY

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	14	+2			HP 19	10		30 ft
DEX DEXTERITY	17	+3			AC 17	-10+	2	
CON CONSTITUTION	15	+2			TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT INTELLIGENCE	12	+1			TOUCH 13	FLAT-FOOTED ARMOR CLASS	2	3
WIS WISDOM	18	+4			INITIATIVE 3	3		
CHA CHARISMA	9	-1			TOTAL	DEX MODIFIER	MISC MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE FORTITUDE	5	3	2				
REFLEX REFLEX	3	0	3				
WILL WILL	7	3	4				

BASE ATTACK BONUS +1 **SPELL RESISTANCE** 0

GRAPPLE +3 = 1 (BASE ATTACK BONUS) + 2 (STRENGTH MODIFIER) + 0 (SIZE MODIFIER) + 0 (MISC MODIFIER)

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
SLIMITAR		+3	1d6+2	18-20/x2
RANGE	TYPE	NOTES		
x	SLASH			

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
SLINK		+4	1d4+2	x2
RANGE	TYPE	NOTES		
30'	BLUDGE			

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
1/4 STAFF		+3	1d4+2	x2
RANGE	TYPE	NOTES		
	BLUDGE			

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS	
						CLASS	CROSS CLASS
<input type="checkbox"/> APPRAISE	INT						
<input type="checkbox"/> BALANCE	DEX*						
<input type="checkbox"/> BLUFF	CHA						
<input type="checkbox"/> CLIMB	STR*						
<input checked="" type="checkbox"/> CONCENTRATION	CON	7	2	5			
<input type="checkbox"/> CRAFT ()	INT						
<input type="checkbox"/> CRAFT ()	INT						
<input type="checkbox"/> CRAFT ()	INT						
<input type="checkbox"/> DECIPHER SCRIPT	INT						
<input checked="" type="checkbox"/> DIPLOMACY	CHA	1	-1				+2
<input type="checkbox"/> DISABLE DEVICE	INT						
<input type="checkbox"/> DISGUISE	CHA						
<input type="checkbox"/> ESCAPE ARTIST	DEX*						
<input type="checkbox"/> FORGERY	INT						
<input type="checkbox"/> GATHER INFORMATION	CHA						+2
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	16	-1	6	2		
<input checked="" type="checkbox"/> HEAL	WIS	15	4	1			
<input type="checkbox"/> HIDE	DEX*						
<input type="checkbox"/> INTIMIDATE	CHA						
<input type="checkbox"/> JUMP	STR*						
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	INT	17	1	3	2		
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input type="checkbox"/> KNOWLEDGE ()	INT						
<input checked="" type="checkbox"/> LISTEN	WIS	15	4		1		
<input type="checkbox"/> MOVE SILENTLY	DEX*						
<input type="checkbox"/> OPEN LOCK	DEX						
<input type="checkbox"/> PERFORM ()	CHA						
<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	17	3	2	2		
<input type="checkbox"/> SEARCH	INT						+1
<input type="checkbox"/> SENSE MOTIVE	WIS						
<input type="checkbox"/> SLEIGHT OF HAND	DEX*						
<input checked="" type="checkbox"/> SPELLCRAFT	INT	14	1	3			
<input checked="" type="checkbox"/> SPOT	WIS	16	4	1	1		
<input checked="" type="checkbox"/> SURVIVAL	WIS	16	4	2			
<input checked="" type="checkbox"/> SWIM	STR*	15	2	1			
<input type="checkbox"/> TUMBLE	DEX*						
<input type="checkbox"/> USE MAGIC DEVICE	CHA						
<input type="checkbox"/> USE ROPE	DEX						

■ Denotes a skill that can be used untrained.
 □ Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swims.)

LVL 3 - HP 25
 SKILLS - CONCENTRATION
 HANDLE ANIMAL
 HEAL
 KNOW - NATURE
 LISTEN

