

Ashton Alessio Schol

Monkey/Gray



CHARACTER NAME

PLAYER

Telepath 24

24

Aujifram/Cambion LE

SR

CLASS AND LEVEL

CAREER LEVEL

RACE

ALIGNMENT

DEITY

M 22 M 6'

22

M

6'

162

Royal Palm

Dark Cherry

Fair

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR (16, 3), DEX (14, 2), CON (18, 4), INT (24, 7), WIS (14, 2), and CHA (24, 7).

HP, AC, and Speed calculation boxes. HP: 169. AC: 28 = 10 + 5 + 0 + 2 + 0 + 3 + 4 + 4. Speed: 40.

Touch and Flat-footed armor class boxes. Touch: 20. Flat-footed: 26. Initiative: 10 = 2 + 8.

Saving Throws table with columns for Skill Name, Total, Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temporary Modifier. Rows include Fortitude (16), Reflex (14), and Will (21).

Base Attack Bonus (12) and Spell Resistance (22) boxes.

Grapple Modifier calculation box: 15 = 12 + 3 + 0 + 0.

Attack table for Longsword with columns for Attack Bonus, Damage, and Critical. Range: 0, Type: S/P, Notes: Abyssal(x2 L/G)/Magebane(x2 Arc)/Mindfeeder(+1d6 Int).

AMMUNITION

Attack table for Dagger with columns for Attack Bonus, Damage, and Critical. Range: 10, Type: S/P.

AMMUNITION

Empty Attack table with columns for Attack Bonus, Damage, and Critical.

AMMUNITION

Empty Attack table with columns for Attack Bonus, Damage, and Critical.

AMMUNITION

Empty Attack table with columns for Attack Bonus, Damage, and Critical.

AMMUNITION

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Appraise, Balance, Bluff, etc., with their respective values.

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 Swim.)

