

Dawn

character name player name
 Brd6 Human **CG** 6
 class race alignment level deity
 M 21 **M** 0' 0" 0 lbs
 size age gender height weight eyes hair skin

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR strength	15	+2		
DEX dexterity	16	+3		
CON constitution	10	+0		
INT intelligence	16	+3		
WIS wisdom	10	+0		
CHA charisma	19	+4		

TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE
HP hit points AC armor class	33			
TOTAL	10	2 + 2		
		ARMOR BONUS SHIELD BONUS		
		DEX MODIFIER SIZE MODIFIER NATURAL ARMOR MISC MODIFIER		

INITIATIVE modifier	+7	+3	+4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	+2	+0	+0	+0		
REFLEX (dexterity)	+8	+5	+3	+0	+0		
WILL (wisdom)	+5	+5	+0	+0	+0		

MELEE attack bonus	+6	+4	+2	+0		
TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+7	+4	+3	+0		
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
*Rapier	+7	1d6+2	18-20/x2
RANGE	WEIGHT	TYPE	SIZE
0'	3.0	P	M
SPECIAL PROPERTIES			

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

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

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
*Leather	Light	+2	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
0	10	30	15.0
SPECIAL PROPERTIES			

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
*Shield +1 (Small/Steel)	+2	6.0	0	5
SPECIAL PROPERTIES				

AMMUNITION

SPEED	MISS CHANGE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
Walk 30'		15	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	10	3	7.0	0
Balance	DEX	10	3	5.0	2
Bluff	CHA	4	4	0.0	0
Climb	STR	2	2	0.0	0
Concentration	CON	1	0	1.0	0
Craft (Untrained)	INT	3	3	0.0	0
Diplomacy	CHA	4	4	0.0	0
Disguise	CHA	4	4	0.0	0
Escape Artist	DEX	3	3	0.0	0
Forgery	INT	3	3	0.0	0
Gather Information	CHA	6	4	2.0	0
Heal	WIS	0	0	0.0	0
Hide	DEX	9	3	6.0	0
Intimidate	CHA	4	4	0.0	0
Jump	STR	9	2	5.0	2
Listen	WIS	9	0	7.0	2
Move Silently	DEX	8	3	5.0	0
Perform	CHA	13	4	9.0	0
Ride	DEX	3	3	0.0	0
Scry	INT	3	3	0.0	0
Search	INT	6	3	3.0	0
Sense Motive	WIS	0	0	0.0	0
Spellcraft	INT	9	3	6.0	0
Spot	WIS	6	0	4.0	2
Swim	STR	2	2	0.0	0
Tumble	DEX	10	3	5.0	2
Use Rope	DEX	3	3	0.0	0
Wilderness Lore	WIS	0	0	0.0	0

campaign _____

experience points

GEAR

ITEM	WT.		ITEM	WT.	
loun Stone (Clear)	1.0	0.0	Rapier	1.0	3.0
Leather	1.0	15.0	Shield +1 (Small/Steel)	1.0	6.0

TOTAL WEIGHT CARRIED: 24.0 lbs

MONEY

cp -

sp -

gp -

pp -

SPECIAL ABILITIES/FEATS

Bardic music 6/day, Bardic knowledge

Alertness

Dodge

Improved Initiative

Weapon Finesse (Rapier)

66.0

LIGHT LOAD

133.0

MEDIUM LOAD

200.0

HEAVY LOAD

LIFT OVER HEAD

LIFT OFF GROUND

PUSH OR DRAG

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak language) = 2 skill points

Common

Literacy

SPELLS

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

DC MOD

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		0
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		

number of spells known

0 _____ 1st _____ 2nd _____

3rd _____ 4th _____ 5th _____

6th _____ 7th _____ 8th _____

9th _____