



CHARACTER SHEET

Phra Kro Ba Neua Chai LG

CHARACTER NAME Fighter 3, Monk 4 ALIGNMENT _____ PLAYER _____
 CHARACTER LEVEL _____ DEITY _____ HOMELAND _____
 Human M Male 44 57" 140 lb Bald Brown
 RACE SIZE GENDER AGE HEIGHT WEIGHT HAIR EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL	DR
STR STRENGTH	16	+3			HP	64	
DEX DEXTERITY	16	+3			WOUNDS/CURRENT HP		
CON CONSTITUTION	15	+2			NONLETHAL DAMAGE		
INT INTELLIGENCE	12	+1			INITIATIVE		
WIS WISDOM	19	+4			MODIFIER	3	= 3 +
CHA CHARISMA	15	+2			TOTAL	3	DEX MODIFIER MISC MODIFIER

AC ARMOR CLASS: 19 = 10 + [] + [] + 3 + [] + [] + [] + 6
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS: 19 **FLAT-FOOTED** ARMOR CLASS: 15 MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	9	7	2				
REFLEX (DEXTERITY)	8	5	3				
WILL (WISDOM)	9	5	4				

BASE ATTACK BONUS 6 **SPELL RESISTANCE** []

CMB +9 = 6 + 3 + [] + [] MODIFIERS
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER +1 unarmored, +4 wisdom

CMD 27 = 6 + 3 + 3 + [] + 10
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
Unarmed Strike		+9/+4	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d8+3

WEAPON		ATTACK BONUS	CRITICAL
Unarmed Flurry of Blows		+5/+5/+0	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d8+3

WEAPON		ATTACK BONUS	CRITICAL
Horsewhip		+6/+1	x2
TYPE	RANGE	AMMUNITION	DAMAGE
S			1d3+3

WEAPON		ATTACK BONUS	CRITICAL
Ankus (elephant hook)		+6/+1	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d6+3

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

SPEED LAND: 40 FT. SQ. 40 FT. SQ.
 BASE SPEED WITH ARMOR
 FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	9	=DEX 3	+ 3	+
<input type="checkbox"/> APPRAISE	1	=INT 1	+	+
<input type="checkbox"/> BLUFF	2	=CHA 2	+	+
<input type="checkbox"/> CLIMB	5	=STR 3	+	+ 2
<input type="checkbox"/> CRAFT	1	=INT 1	+	+
<input type="checkbox"/> CRAFT		=INT 1	+	+
<input type="checkbox"/> CRAFT		=INT 1	+	+
<input checked="" type="checkbox"/> DIPLOMACY	9	=CHA 2	+ 4	+
<input type="checkbox"/> DISABLE DEVICE*		=DEX	+	+
<input type="checkbox"/> DISGUISE	2	=CHA 2	+	+
<input type="checkbox"/> ESCAPE ARTIST	3	=DEX 3	+	+
<input type="checkbox"/> FLY	3	=DEX 3	+	+
<input checked="" type="checkbox"/> HANDLE ANIMAL*	10	=CHA 2	+ 5	+
<input type="checkbox"/> HEAL	4	=WIS 4	+	+
<input type="checkbox"/> INTIMIDATE	2	=CHA 2	+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONERING)*		=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 checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	9	=INT 1	+ 5	+
<input type="checkbox"/> LINGUISTICS*		=INT	+	+
<input checked="" type="checkbox"/> PERCEPTION	14	=WIS 4	+ 5	+ 2
<input type="checkbox"/> PERFORM	2	=CHA 2	+	+
<input type="checkbox"/> PERFORM		=CHA 2	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input checked="" type="checkbox"/> RIDE	12	=DEX 3	+ 4	+ 2
<input checked="" type="checkbox"/> SENSE MOTIVE	14	=WIS 4	+ 5	+ 2
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX	+	+
<input type="checkbox"/> SPELLCRAFT*		=INT	+	+
<input type="checkbox"/> STEALTH	3	=DEX 3	+	+
<input checked="" type="checkbox"/> SURVIVAL	12	=WIS 4	+ 5	+
<input type="checkbox"/> SWIM	5	=STR 3	+	+ 2
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA	+	+

CLASS SKILL * TRAINED ONLY
 CONDITIONAL MODIFIERS:

LANGUAGES:
 Common

