

# Jekka Brokentusk

CHARACTER NAME

Bbn/Ftr/CoG

CLASS

6/4/1  
LEVEL

Half-orc

RACE

Humanoid

TYPE

# Brannon Hall

PLAYER

Female

GENDER

35  
AGE

Chaotic Good

ALIGNMENT

6' 5"  
HEIGHT

250  
WEIGHT

DEITY

dark brown  
EYES

red & short  
HAIR



## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH	22	+6			<b>HP</b> HIT POINTS	117		50 ft/x4
<b>DEX</b> DEXTERITY	14	+2			<b>AC</b> ARMOR CLASS	19	10	-1
<b>CON</b> CONSTITUTION	14	+2					+6	+0
<b>INT</b> INTELLIGENCE	12	+1			<b>TOUCH</b> ARMOR CLASS	13	+0	+0
<b>WIS</b> WISDOM	10	+0			<b>FLAT-FOOTED</b> ARMOR CLASS	19	+2	+0
<b>CHA</b> CHARISMA	10	+0			<b>INITIATIVE</b> MODIFIER	+2	+2	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	+13	+11	+2	+0	+0		
<b>REFLEX</b> (DEXTERITY)	+5	+3	+2	+0	+0		
<b>WILL</b> (WISDOM)	+5	+3	+0	+0	+2		

<b>BASE ATTACK BONUS</b>	+11/+6/+1	<b>SPELL RESISTANCE</b>	
<b>GRAPPLE</b> MODIFIER	+17	<b>ARCANE SPELL FAILURE</b>	
	+11		
	+6		
	+0		
	+0		

<b>MELEE</b> ATTACK BONUS	+17/+12/+7	BASE ATTACK BONUS	+11/+6/+1	STR MODIFIER	+6	SIZE MODIFIER	+0	MISC. MODIFIER	+0	TEMPORARY MODIFIER	
<b>RANGED</b> ATTACK BONUS	+13/+8/+3	BASE ATTACK BONUS	+11/+6/+1	DEX MODIFIER	+2	SIZE MODIFIER	+0	MISC. MODIFIER	+0	TEMPORARY MODIFIER	

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Sparkspitter, +2 shock greatsword	+20/+15/+10	3d6+13	17-20/x2
RANGE	WEIGHT	TYPE	SIZE
	8 lb	S	Medium
SPECIAL PROPERTIES			
Two-handed, shock			
AMMUNITION			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		14 / 7
			ABILITY MODIFIER	RANKS	
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	+1	1	+	+
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	+1	2	+	-1
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	+0		+	+
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+13	6	8	-1
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	+2	2	+	+
<input checked="" type="checkbox"/> Diplomacy <sup>1</sup>	CHA	+0		+	+
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	+0		+	+
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+1	2	+	-1
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	+1	1	+	+
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	+0		+	+
<input type="checkbox"/> Handle Animal	CHA	+4		4	+
<input checked="" type="checkbox"/> Heal <sup>1</sup>	WIS	+0		+	+
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	+1	2	+	-1
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	+13		13	+
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+23	6	10	7
<input type="checkbox"/> Listen <sup>1</sup>	WIS	+4		4	+
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+1	2	+	-1
<input type="checkbox"/> Ride <sup>1</sup>	DEX	+10	2	8	+
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	+1	1	+	+
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	+0		+	+
<input type="checkbox"/> Spot <sup>1</sup>	WIS	+0		+	+
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	+6		6	+
<input type="checkbox"/> Swim <sup>1</sup>	STR**	+13	6	9	-2
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	+2	2	+	+

Skills marked with <sup>1</sup> can be used normally even if the character has zero (0) skill ranks. Skills marked with  are cross-class skills. \* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.

