



CHARACTER SHEET

Cythrel Moonreaver CN Christian

CHARACTER NAME: Inquisitor 1
 ALIGNMENT: CN
 CHARACTER LEVEL: 1
 RACE: Elf (medium size, female, 30 age, 180 height, 64 weight, Ravenblack hair, Ravenblack eyes)

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR (STRENGTH)	10			
DEX (DEXTERITY)	12	+1		
CON (CONSTITUTION)	12	+1		
INT (INTELLIGENCE)	15	+2		
WIS (WISDOM)	15	+2		
CHA (CHARISMA)	14	+2		

HP HIT POINTS: 10 (D8)
AC ARMOR CLASS: 14 = 10 + 3 (armor) + 1 (shield) + 1 (dex) + 0 (size) + 0 (natural) + 0 (deflection) + 0 (misc)

TOUCH ARMOR CLASS: 11 (Flat-footed)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	+3	-2	+1			
REFLEX (DEXTERITY)	+1	0	+1			
WILL (WISDOM)	+4	-2	+2			

BASE ATTACK BONUS: 0
CMB: +0 = 0 (base) + 0 (strength) + 0 (size)
CMD: 11 = 0 (base) + 0 (strength) + 1 (dex) + 10 (misc)

WEAPON	ATTACK BONUS	CRITICAL
Rapier	+0	18-20/x2
TYPE	RANGE	AMMUNITION
P	n.a.	n.a.
		DAMAGE
		1D6

WEAPON	ATTACK BONUS	CRITICAL
Dagger	+0 / +1	19-20/x2
TYPE	RANGE	AMMUNITION
P or S	10 ft.	1
		DAMAGE
		1D4

WEAPON	ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION
		DAMAGE

WEAPON	ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION
		DAMAGE

WEAPON	ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION
		DAMAGE

SPEED LAND: 30 FT. SQ.
 BASE SPEED: 30 FT. SQ.
 WITH ARMOR: 30 FT. SQ.
 FLY MANEUVERABILITY: _____ SWIM: _____ CLIMB: _____ BURROW: _____

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	+0	=DEX	1	+ 0/-1
<input type="checkbox"/> APPRAISE	+2	=INT	2	+ 0
<input checked="" type="checkbox"/> BLUFF	+6	=CHA	2	+ 1
<input checked="" type="checkbox"/> CLIMB	-1	=STR		+ 0/-1
<input checked="" type="checkbox"/> CRAFT Alchemy	+6	=INT	2	+ 1
<input checked="" type="checkbox"/> CRAFT	n.a.	=INT	2	+ 0
<input checked="" type="checkbox"/> CRAFT any (untrained)	+2	=INT	2	+ 0
<input checked="" type="checkbox"/> DIPLOMACY	+8	=CHA	2	+ 1
<input type="checkbox"/> DISABLE DEVICE*	n.a.	=DEX	1	+ 0/-1
<input checked="" type="checkbox"/> DISGUISE	+2	=CHA	2	+ 0
<input type="checkbox"/> ESCAPE ARTIST	+0	=DEX	1	+ 0/-1
<input type="checkbox"/> FLY	+0	=DEX	1	+ 0/-1
<input type="checkbox"/> HANDLE ANIMAL*	n.a.	=CHA	2	+ 0
<input checked="" type="checkbox"/> HEAL	+2	=WIS	2	+ 0
<input checked="" type="checkbox"/> INTIMIDATE	+7	=CHA	2	+ 1
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	n.a.	=INT	2	+ 0
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	n.a.	=INT	2	+ 0
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	n.a.	=INT	2	+ 0
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	n.a.	=INT	2	+ 0
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	n.a.	=INT	2	+ 0
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	n.a.	=INT	2	+ 0
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	n.a.	=INT	2	+ 0
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	n.a.	=INT	2	+ 0
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	n.a.	=INT	2	+ 0
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	n.a.	=INT	2	+ 0
<input type="checkbox"/> LINGUISTICS*	n.a.	=INT	2	+ 0
<input checked="" type="checkbox"/> PERCEPTION	+8	=WIS	2	+ 1
<input type="checkbox"/> PERFORM	n.a.	=CHA	2	+ 0
<input type="checkbox"/> PERFORM any (untrained)	+2	=CHA	2	+ 0
<input checked="" type="checkbox"/> PROFESSION*	n.a.	=WIS	2	+ 0
<input checked="" type="checkbox"/> PROFESSION*	n.a.	=WIS	2	+ 0
<input checked="" type="checkbox"/> RIDE	+4	=DEX	1	+ 1
<input checked="" type="checkbox"/> SENSE MOTIVE	+7	=WIS	2	+ 1
<input type="checkbox"/> SLEIGHT OF HAND*	n.a.	=DEX	1	+ 0/-1
<input checked="" type="checkbox"/> SPELLCRAFT*	n.a.	=INT	2	+ 2
<input checked="" type="checkbox"/> STEALTH	+0	=DEX	1	+ 0/-1
<input checked="" type="checkbox"/> SURVIVAL	+2	=WIS	2	+ 0
<input checked="" type="checkbox"/> SWIM	-1	=STR		+ 0/-1
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	+3	=CHA	2	+ 1

CONDITIONAL MODIFIERS:

LANGUAGES: Common, Elven, Celestial, Undercommon

