

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	10	+0		
WIS WISDOM	12	+1		
CHA CHARISMA	13	+1		

Red Sonja
 CHARACTER NAME
Fighter 1
 CLASS
 LEVEL 1
 MEDIUM
 SIZE
 HUMANOID (HUMAN)
 TYPE

PLAYER
Female
 GENDER
Chaotic Good
 ALIGNMENT
 20
 AGE
 161 cm
 HEIGHT
 61 kg
 WEIGHT
Verde
 EYES
Ruivo
 HAIR

HP HIT POINTS: **12**

AC ARMOR CLASS: **18** = 10 + 4 + 0 + 4 + 0 + 0 + 0 + 0

TOUCH ARMOR CLASS: **14**

FLAT-FOOTED ARMOR CLASS: **14**

SPEED: 12 m/x4

ARMOR CHECK PENALTY: -2

SAVING THROWS

FORTITUDE (CONSTITUTION): **+4** = +2 + 2 + 0

REFLEX (DEXTERITY): **+4** = +0 + 4 + 0

WILL (WISDOM): **+1** = +0 + 1 + 0

BASE ATTACK BONUS: +1

INITIATIVE MODIFIER: **+8** = +4 + 4

CMB COMBAT MANEUVER BONUS: **+3** = +1 + 2 + 0

CMD COMBAT MANEUVER DEFENSE: **+17** = 10 + 1 + 6 + 0 + 0

SPELL RESISTANCE: []

ARCANE SPELL FAILURE: 20%

CONCENTRATION: []

MELEE ATTACK BONUS: **+3** = +1 + 2 + 0

RANGED ATTACK BONUS: **+5** = +1 + 4 + 0

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Sword, short		+1	1d6+2	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	1 kg	Piercing	Light	Two-weapon Primary

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Sword, short		+1	1d6+2	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	1 kg	Piercing	Light	Two-weapon Primary (light Secondary)

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Sword, bastard (two-handed)		+3	1d10+3	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	3 kg	Slashing	Two-handed	Two-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shortbow, composite		+5	1d6	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
28 m	1 kg	Piercing	Two-handed	Two-handed

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

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

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/>	Acrobatics	Dex*	+2	= 4	+ -2	
<input checked="" type="checkbox"/>	Appraise	Int	+0	= +		
<input checked="" type="checkbox"/>	Bluff	Cha	+1	= 1	+ +	
	Climb	Str*	+0	= 2	+ -2	
	Craft (alchemy)	Int	+0	= +		
	Craft (armor)	Int	+0	= +		
	Craft (bows)	Int	+0	= +		
	Craft (traps)	Int	+0	= +		
	Craft (weapons)	Int	+0	= +		
<input checked="" type="checkbox"/>	Diplomacy	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Disguise	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Escape Artist	Dex*	+2	= 4	+ -2	
<input checked="" type="checkbox"/>	Fly	Dex*	+2	= 4	+ -2	
	Handle Animal	Cha	+5	= 1 + 1 + 3		
<input checked="" type="checkbox"/>	Heal	Wis	+1	= 1	+ +	
	Intimidate	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perception	Wis	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (act)	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (comedy)	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (dance)	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (keyboard instruments)	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (oratory)	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (percussion instruments)	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (sing)	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (stringed instruments)	Cha	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Perform (wind instruments)	Cha	+1	= 1	+ +	
	Profession (innkeeper)	Wis	+5	= 1 + 1 + 3		
	Ride	Dex*	+2	= 4	+ -2	
<input checked="" type="checkbox"/>	Sense Motive	Wis	+1	= 1	+ +	
<input checked="" type="checkbox"/>	Spellcraft	Int	+0	= +		
<input checked="" type="checkbox"/>	Stealth	Dex*	+2	= 4	+ -2	
	Survival	Wis	+6	= 1 + 1 + 4		
	Swim	Str*	+4	= 2 + 1 + 1		

Skills marked with 1 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.