Player Name _____

Character Name Pirate Mate

Class 1/Lvl Pirate (6)
Class 2/Lvl _____
Class 3/Lvl _____
Class 4/Lvl _____

Gender _____ **Age** _____ **Height** _____
Deity _____ **Weight** _____
Alignment Lawful Evil **Hair** _____
Race Human **Eyes** _____
Size Medium **Skin** _____

XP 0

Hit Points
Max HP 50
Current
Non-Lethal

	Score	Mod	Temp Score	Temp Mod
STR	15	2	15	2
DEX	15	2	15	2
CON	16	3	16	3
INT	13	1	13	1
WIS	14	2	14	2
CHA	17	3	17	3

Initiative Modifier 2 = 2 (Dex Bonus) + 0 (Misc)

Speed

	Total	=	Base Save	+	Ability Mod	+	Misc Mod	+	Temp Mod
Fortitude	8	=	5	+	3	+	0	+	
Reflex	7	=	5	+	2	+	0	+	
Will	4	=	2	+	2	+	0	+	

Conditional

AC 15 = 3 (Armor) + 0 (Shield) + 2 (Dex Bonus) + 0 (Size) + 0 (Misc) + 10

Melee Attacks 6 (Bonus) = 4 (Base Attack) + 2 (Str Bonus) + (Misc)

Ranged Attacks 6 (Bonus) = 4 (Base Attack) + 2 (Dex Bonus) + (Misc)

Grapple Modifier 6 (Total) = 4 (Base Attack) + 2 (Str Bonus) + 0 (Size Mod) + 0 (Misc Mod)

Damage Reduction

Resistances

Spell	Acid	Cold	Fire	Electric	Sonic
0	0	0	0	0	0

Misc

Attack Weapon(s)	Attack Bonus(es)	Damage	Critical

Range	Type	Other Info

Ammo

Attack Weapon(s)	Attack Bonus(es)	Damage	Critical

Range	Type	Other Info

Ammo

Attack Weapon(s)	Attack Bonus(es)	Damage	Critical

Range	Type	Other Info

Ammo

Attack Weapon(s)	Attack Bonus(es)	Damage	Critical

Range	Type	Other Info

Ammo

Attack Weapon(s)	Attack Bonus(es)	Damage	Critical

Range	Type	Other Info

Ammo

Attack Weapon(s)	Attack Bonus(es)	Damage	Critical

Range	Type	Other Info

Ammo

Skills

	Ability	Skill Mod	= Ability Mod	+ Ranks	+ Misc Mod
*Appraise [1]	INT	3	1	2	0
*Balance [1]	DEX	11	2	9	0
*Bluff [1]	CHA	3	3	0	0
*Climb [1]	STR	11	2	9	0
*Concentration	CON	3	3	0	0
*Diplomacy [1]	CHA	3	3	0	0
*Disguise [1]	CHA	3	3	0	0
*Escape Artist [1]	DEX	2	2	0	0
*Forgery [1]	INT	1	1	0	0
*Gather Information [1]	CHA	3	3	0	0
*Heal	WIS	2	2	0	0
*Hide	DEX	2	2	0	0
*Intimidate [1]	CHA	12	3	9	0
*Jump [1]	STR	10	2	8	0
Knowledge (Geography) [1]	INT	10	1	9	0
*Listen [1]	WIS	2	2	0	0
*Move Silently	DEX	2	2	0	0
*Perform [1]	CHA	3	3	0	0
*Ride	DEX	2	2	0	0
*Search [1]	INT	1	1	0	0
*Sense Motive [1]	WIS	2	2	0	0
*Spot [1]	WIS	2	2	0	0
*Survival	WIS	2	2	0	0
*Swim [1]	STR	7	2	5	0
Tumble [1]	DEX	11	2	9	0
*Use Rope [1]	DEX	10	2	8	0

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*Untrained Skill [1]Class 1 Skill [2]Class 2 Skill [3]Class 3 Skill [4]Class 4 Skill

Character Name	Pirate Mate

Inventory/Property	Container	Qty	Weight
Club			3
Crossbow, light			4
Handaxe			3
Scimitar			4
Total Weight Carried			

Protective Item	AC Bonus	Max Dex	Type	Speed
Studded leather	3	+5	Light armor	20/30

Spell Failure	Check Penalty	Weight	Other Info
15%	-1	20.0	

Protective Item	AC Bonus	Max Dex	Type	Speed

Spell Failure	Check Penalty	Weight	Other Info

Protective Item	AC Bonus	Max Dex	Type	Speed

Spell Failure	Check Penalty	Weight	Other Info

Protective Item	AC Bonus	Max Dex	Type	Speed

Spell Failure	Check Penalty	Weight	Other Info

Feats
Acrobatic
Agile
Deft Hands
Improved Initiative
Two-Weapon Defense

Abilities
Evasion
Racial: Human
Salior
Sea Legs
Sneak Attack
Trapfinding
Uncanny Dodge

Container 1	Backpack
Container 2	
Container 3	
Container 4	

0-66	67-133	134-200	200	400	1000
Light Load	Med Load	Heavy Load	Lift Over Head (Max Load)	Lift Off Ground (2x Max)	Push or Drag 5x Max

Treasure

PP: 3
GP: 4
SP: 0
CP: 0

Languages

Common, choose 1 more from these: Abyssal, Aquan, Auran, Celestial, Draconic, ...

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