



CHARACTER SHEET

Raykar Mudblood

N

William

Geokineticist level 3

ALIGNMENT

PLAYER

Green Faith Nomad

CHARACTER LEVEL

Dwarf

M

M

55

DEITY

4'

190

HOMELAND

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	10			
DEX DEXTERITY	14	2		
CON CONSTITUTION	18	4		
INT INTELLIGENCE	10			
WIS WISDOM	14	2		
CHA CHARISMA	8	-1		

HP HIT POINTS	TOTAL	28	DR	/2
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WOUNDS/CURRENT HP	
NONLETHAL DAMAGE	

INITIATIVE MODIFIER	5	=	2	+	3
	TOTAL		DEX MODIFIER		MISC MODIFIER

AC ARMOR CLASS	16	=	10	+	4	+		+	2	+		+		+		+	
	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER		

TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS	14	MODIFIERS	
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	8	3	4		1		+2 vs Poison, Spells, and Spell-like abilities
REFLEX (DEXTERITY)	6	3	2		1		
WILL (WISDOM)	4	1	2		1		

BASE ATTACK BONUS	2	SPELL RESISTANCE	
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CMB	2	=	2	+	0	+		+		+		MODIFIERS
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER					

CMD	14	=	2	+		+	2	+		+	10	MODIFIERS
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER			

WEAPON		ATTACK BONUS	CRITICAL
Heroic defending Longspear +1/2		+3	X3
TYPE	RANGE	AMMUNITION	DAMAGE
P	Reach		1d8+1

WEAPON		ATTACK BONUS	CRITICAL
Kinetic Blast (Earth) w/ PBS		+5	X2
TYPE	RANGE	AMMUNITION	DAMAGE
V	30		2d6+8

WEAPON		ATTACK BONUS	CRITICAL
Blast with Extended Range		+4	X2
TYPE	RANGE	AMMUNITION	DAMAGE
V	120	1 Burn	2d6+7

WEAPON		ATTACK BONUS	CRITICAL
Blast w/ PBS and EO		+6	X2
TYPE	RANGE	AMMUNITION	DAMAGE
V	30		2d6+10

WEAPON		ATTACK BONUS	CRITICAL
Blast with ER and EO		+5	X2
TYPE	RANGE	AMMUNITION	DAMAGE
V	120	1 Burn	2d6+9

SPEED LAND	20	FT.	SQ.	FT.	SQ.	TEMP MODIFIERS
	BASE SPEED	WITH ARMOR				
	FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW	

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. MOD.
<input type="checkbox"/> ACROBATICS	8	=DEX	2	+ 3
<input type="checkbox"/> APPRAISE		=INT		
<input type="checkbox"/> BLUFF		=CHA		
<input type="checkbox"/> CLIMB		=STR		
<input type="checkbox"/> CRAFT Blacksmith	6	=INT	3	+ 3
<input type="checkbox"/> CRAFT		=INT		
<input type="checkbox"/> CRAFT		=INT		
<input type="checkbox"/> DIPLOMACY		=CHA		
<input type="checkbox"/> DISABLE DEVICE*		=DEX		
<input type="checkbox"/> DISGUISE		=CHA		
<input type="checkbox"/> ESCAPE ARTIST		=DEX		
<input type="checkbox"/> FLY		=DEX		
<input type="checkbox"/> HANDLE ANIMAL*		=CHA		
<input type="checkbox"/> HEAL		=WIS		
<input type="checkbox"/> INTIMIDATE		=CHA		
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT		
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*		=INT		
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT		
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT		
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT		
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	6	=INT	3	+ 3
<input type="checkbox"/> KNOWLEDGE (NATURE)*	6	=INT	0	+ 3
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT		
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT		
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT		
<input type="checkbox"/> LINGUISTICS*		=INT		
<input type="checkbox"/> PERCEPTION	9	=WIS	2	+ 3
<input type="checkbox"/> PERFORM		=CHA		
<input type="checkbox"/> PERFORM		=CHA		
<input type="checkbox"/> PROFESSION* gladiator	8	=WIS	2	+ 3
<input type="checkbox"/> PROFESSION*		=WIS		
<input type="checkbox"/> RIDE		=DEX		
<input type="checkbox"/> SENSE MOTIVE		=WIS		
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX		
<input type="checkbox"/> SPELLCRAFT*		=INT		
<input type="checkbox"/> STEALTH	7	=DEX	2	+ 3
<input type="checkbox"/> SURVIVAL		=WIS		
<input type="checkbox"/> SWIM		=STR		
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA		

CONDITIONAL MODIFIERS:
Elemental Overflow: +1 attack/ +2 damage on blasts when burn has been taken

LANGUAGES:	Common Terran
	Dwarf

