

Khair
 CHARACTER
 Keleshite (Human) Medium Male
 RACE & LA SIZE GENDER
 18 Neutral Sarenrae
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Kelish, Gnoll

David
 PLAYER
 5'8" 150 lbs jet black green olive
 HEIGHT WEIGHT HAIR EYES SKIN
 Katheer, Qadira
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	17	3	17			
DEX	20	5	18	2		
CON	16	3	16			
INT	12	1	12			
WIS	10	0	10			
CHA	14	2	14			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
13	13	1	Slayer	1	8		2	2	0	1
TOTAL HP			TOTALS							
13			Slayer		1 8 0 2 2 0 1					

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	3	0	5		1			
TOUCH	16	-10+			5		1			
FLAT-FOOT	13	-10+	3	0	0					

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX 4		5		
<input checked="" type="checkbox"/> APPRAISE	INT 6	1	1	3	1
<input checked="" type="checkbox"/> BLUFF	CHA 2		2		
<input checked="" type="checkbox"/> CLIMB	STR 2		3		
<input checked="" type="checkbox"/> CRAFT	INT 1		1		
<input type="checkbox"/> DIPLOMACY	CHA 2		2		
<input type="checkbox"/> DISABLE DEVICE	DEX		5		
<input checked="" type="checkbox"/> DISGUISE	CHA 2		2		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 4		5		
<input type="checkbox"/> FLY	DEX 4		5		
<input type="checkbox"/> HANDLE ANIMAL	CHA		2		
<input checked="" type="checkbox"/> HEAL	WIS 0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 6	1	2	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT		1		
<input checked="" type="checkbox"/> KN: geography	INT 5	1	1	3	
<input checked="" type="checkbox"/> KN: local	INT 5	1	1	3	
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> LINGUISTICS	INT		1		
<input checked="" type="checkbox"/> PERCEPTION	WIS 4	1	0	3	
<input type="checkbox"/> PERFORM	CHA 2		2		
<input checked="" type="checkbox"/> PROF:	WIS		0		
<input checked="" type="checkbox"/> RIDE	DEX 4		5		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 4	1	0	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX		5		
<input type="checkbox"/> SPELLCRAFT	INT		1		
<input checked="" type="checkbox"/> STEALTH	DEX 8	1	5	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS 5	1	0	3	1
<input checked="" type="checkbox"/> SWIM	STR 2		3		
<input type="checkbox"/> USE MAGIC DEVICE	CHA		2		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	5	2	3			
REF	7	2	5			
WILL	0	0	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	4		3			
RANGED	6		5			
CMB	6	1	DEX	5		
CMD	20	-10+	B1B	8		



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Human, +2 any ability; bonus feat & subrace feat
 Skilled: Humans Gain add'l rank at each level
 Class: Slayer HD: d10; skills 6 + Int Mod
 Prof: Weapon: simple & martial; Armor: Lt & Med & Shields
 Studied Target (Ex): study during move then +1 on
 Bluff, Knowledge, Perception, Sense Motive, Survival, attack & damage
 Track + lvl/2 survival checks for tracking
 Merchant of Katheer - Appraise is a Class Skill, +1

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE
 SLOW MEDIUM FAST 0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword	+4	1d8+3	19-20,x2		S	4.0	
longbow	+6	1d8+3	20,x3	100	P	4.0	

