

**Meridius**

CHARACTER NAME

**Chris Carter**

PLAYER



**Fighter** **Human** **Neutral** **Mars**  
 CLASS RACE ALIGNMENT DEITY  
**4** **Medium** **24** **Male** **6'1"** **200 lbs** **Grey** **Salt & Pepper**  
 LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

**CHARACTER RECORD SHEET**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED					
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>			<b>37</b>					<b>20 ft/x3</b>					
<b>DEX</b> DEXTERITY	<b>10</b>	<b>+0</b>			<b>19</b>	<b>10</b>	<b>+7</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>	<b>50%</b>	<b>-7</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>													
<b>INT</b> INTELLIGENCE	<b>13</b>	<b>+1</b>													
<b>WIS</b> WISDOM	<b>8</b>	<b>-1</b>													
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>													
<b>HP</b> HIT POINTS															
<b>AC</b> ARMOR CLASS															
<b>INITIATIVE</b> MODIFIER															
<b>BASE ATTACK</b> BONUS															

<b>AC</b> ARMOR CLASS	<b>19</b>	<b>10</b>	<b>+7</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>
TOTAL			ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER	<b>+4</b>	<b>+0</b>	<b>+4</b>					
TOTAL		DEX MODIFIER	MISC. MODIFIER					
<b>BASE ATTACK</b> BONUS	<b>+4</b>							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	<b>+4</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	<b>+1</b>	<b>+0</b>	<b>+0</b>	<b>+2</b>		
<b>WILL</b> (WISDOM)	<b>+2</b>	<b>+1</b>	<b>-1</b>	<b>+0</b>	<b>+2</b>		

<b>MELEE</b> ATTACK BONUS	<b>+7</b>	<b>+4</b>	<b>+3</b>	<b>+0</b>		
TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
<b>RANGED</b> ATTACK BONUS	<b>+4</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>		
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Gladius		+9	1d6+5	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	3	P	Small	One-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger		+7	1d4+3	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	1	P	Tiny	One-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Scutum		+7	1d4+3	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	15	B	Small	One-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Pilum (2)		+4	1d6+3	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
30 ft.	2	P	Medium	Thrown

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork shortbow		+5	1d6	x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
60 ft.	2	P	Medium	Two-handed

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
Lorica Segmentata		Heavy	+7	+1
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5	35%	20 ft*	35	

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Scutum		+2	10	-2	15%
SPECIAL PROPERTIES					

CROSS-CLASS	SKILLS		MAX RANKS			7 / 3.5
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
	Appraise <sup>1</sup>	INT	+2		1 + 1 +	
	Balance <sup>1</sup>	DEX*	-6		+ 1 + -7	
	Bluff <sup>1</sup>	CHA	+2		1 + 1 +	
	Climb <sup>1</sup>	STR*	-2		3 + 2 + -7	
	Concentration <sup>1</sup>	CON	+2		2 +	
	Craft (Armorsmithing)	INT	+3		1 + 2 +	
	Diplomacy <sup>1</sup>	CHA	+1		1 + +	
	Disguise <sup>1</sup>	CHA	+1		1 + +	
	Escape Artist <sup>1</sup>	DEX*	-7		+ + -7	
	Gather Information <sup>1</sup>	INT	+1		1 + +	
	Gather Information <sup>1</sup>	CHA	+1		1 + +	
	Handle Animal	CHA	+1		1 + +	
	Heal <sup>1</sup>	WIS	-1		-1 + +	
	Hide <sup>1</sup>	DEX*	-7		+ + -7	
	Intimidate <sup>1</sup>	CHA	+3		1 + 2 +	
	Intuit Direction	WIS	+0		-1 + 1 +	
	Jump <sup>1</sup>	STR*	-4		3 + + -7	
	Knowledge (architecture & engin	INT	+2		1 + 1 +	
	Listen <sup>1</sup>	WIS	+0		-1 + 1 +	
	Move Silently <sup>1</sup>	DEX*	-7		+ + -7	
	Perform <sup>1</sup>	CHA	+1		1 + +	
	Profession (Soldier)	WIS	+0		-1 + 1 +	
	Remote View <sup>1</sup>	INT	+1		1 + +	
	Ride <sup>1</sup>	DEX	+0		+ + +	
	Scry <sup>1</sup>	INT	+1		1 + +	
	Search <sup>1</sup>	INT	+2		1 + 1 +	
	Sense Motive <sup>1</sup>	WIS	-1		-1 + +	
	Spot <sup>1</sup>	WIS	+0		-1 + 1 +	
	Swim <sup>1</sup>	STR**	+3		3 + +	
	Use Rope <sup>1</sup>	DEX	+1		+ 1 +	
	Wilderness Lore <sup>1</sup>	WIS	-1		-1 + +	

Skills marked with <sup>1</sup> can be used normally even if the character has zero (0) skill ranks. Skills marked with Σ are cross-class skills. Skills marked with ' are restricted skills. \* ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lbs. of gear.

