

Bwana of Ambaro  
 Character Name Wakyambi  
 N'anga Wakyambi  
 Class Wakyambi Race Wakyambi  
 Ken  
 Player  
 2  
 2  
 Character Level Class Level



**CHARACTER RECORD SHEETS**

	Score	Modifier	[Temp] Score	[Temp] Mod
<b>STR</b> Strength	12	1		
<b>DEX</b> Dexterity	15	2		
<b>CON</b> Constitution	9	-1		
<b>INT</b> Intelligence	17	3		
<b>WIS</b> Wisdom	17	3		
<b>CHA</b> Charisma	15	2		

**VITALITY** **Total** **Current**  
**Armor Class** **13** = 10+  
 or **Hit Points** **10**

**SPEED** **30**  
 Base Climbing Speed: 20'

**Base Attack Bonus** **1**

**Hit Points** **10**  
**Current Mod.** **1**  
**Hit Dice**

**INITIATIVE Modifier** **2**  
**ALIGNMENT** **CG**  
 Dex Bonus + Misc Bonus

**Saving Throws**  
**FORTITUDE** **+2** (Constitution)  
 Total = Base Save (3) + Ability Mod (-1) + Misc Mod

**REFLEX** **+2** (Dexterity)  
 Total = Base Save (0) + Ability Mod (2) + Misc Mod

**WILL** **+6** (Wisdom)  
 Total = Base Save (3) + Ability Mod (3) + Misc Mod

**MELEE Attack Bonus** **+2**  
 Total = Base (1) + STR Mod (1) + Size Mod + Misc Mod

**RANGED Attack Bonus** **+3**  
 Total = Base (1) + DEX Mod (2) + Size Mod + Misc Mod

WEAPON		Total Attack Bonus	Damage	Critical
Sling + 10 bullets			1d4	x2
Range	Weight	Type	Size	Special Properties
50 ft	0 + 5 lbs	B	S	

WEAPON		Total Attack Bonus	Damage	Critical
Quarterstaff			1d6/1d6	x2
Range	Weight	Type	Size	Special Properties
n/a	4 lbs	B	L	Double weapon

WEAPON		Total Attack Bonus	Damage	Critical
Range	Weight	Type	Size	Special Properties

Armor /Protective Item		Type	Armor Bonus	Max Dex Bonus
Check Penalty	Speed	Weight	Size	Special Properties

SKILLS		MAX RANKS	5	/	2.5	
Cross Class	Skill Name	Key Ability	Ability Mod	Ranks	Misc Mod	Skill Mod
	Animal Empathy	CHA	2	2		4
X	Appraise #	INT	3			3
X	Balance #	DEX	2			2
X	Bluff #	CHA	2			2
X	Climb #	STR*	1	1	8	10
	Concentration #	CON	-1			-1
	Craft #	INT	3			3
N	Decipher Script	INT				
	Diplomacy #	CHA	2			2
X	Disable Device	INT				
X	Disguise #	CHA	2			2
X	Escape Artist #	DEX*	2			2
X	Forgery #	INT	3			3
X	Gather Information #	CHA	2			2
	Handle Animal	CHA				
	Heal #	WIS	3	3		6
X	Hide #	DEX*	2			2
X	Innuendo	WIS				
X	Intimidate #	CHA	2			2
	Intuit Direction	WIS				
X	Jump #	STR*	1			1
	Knowledge (Arcana)	INT	3	4		7
	Knowledge (Religion)	INT				
X	Knowledge	INT				
X	Knowledge	INT				
X	Listen #	WIS	3		2	5
X	Move Silently #	DEX*	2			2
	Natural Medicine #	INT	3	4		7
X	Open Lock	DEX				
	Perform #	CHA	2			2
			2			2
X	Pick Pocket	DEX*				
	Profession	WIS				
N	Read Lips	INT				
X	Ride #	DEX	2			2
	Scry #	INT	3	2		5
X	Search #	INT	3		2	5
X	Sense Motive #	WIS	3			3
X	Speak Language	None				
X	Speak Language	None				
	Spellcraft	INT	3	3		6
X	Spot #	WIS	3		2	5
	Swim #	STR	1	2		3
X	Tumble	DEX*	2	2		4
N	Use Magic Device	CHA				
X	Use Rope #	DEX*	2			2
X	Wilderness Lore #	WIS	3			3

Skills marked # can be used untrained (0 skill ranks). \* Armor check penalty, if any, applies.