

Kwada of Ko
 Character Name Nanala/Gamba Human (Nghoi)
 Class Male Race 2 Nanala 1/ Gamba 1
 Character Level Class Level



CHARACTER RECORD SHEETS

Age _____ Gender _____ Height _____ Weight _____ Eyes _____ Hair _____ Skin _____

	Score	Modifier	[Temp] Score	[Temp] Mod
STR Strength	13	1		
DEX Dexterity	16	3		
CON Constitution	12	1		
INT Intelligence	16	3		
WIS Wisdom	13	1		
CHA Charisma	12	1		

VITALITY Total 15 = 10+

Armor Class 15 = 10+

SPEED 30

Base Attack Bonus 1

Hit Points 20

Current or + 3 + 1 + 1

Class Bonus (Equip Bonus) Dex Mod Size Mod Misc Bonus Armor Check Penalty

INITIATIVE Modifier 3 = 3 +

ALIGNMENT NG Dex Bonus Misc Bonus

Saving Throws

FORTITUDE [Constitution] +3 = 2 + 1 +

REFLEX [Dexterity] +5 = 2 + 3 +

WILL [Wisdom] +1 = 0 + 1 +

MELEE Attack Bonus +3 = 1 + 1 + 1 +

RANGED Attack Bonus +5 = 1 + 3 + 1 +

WEAPON		Total Attack Bonus	Damage	Critical
Short bow			1d6	x3
Range	Weight	Type	Size	Special Properties
60 ft	2 lbs	P	M	

WEAPON		Total Attack Bonus	Damage	Critical
Scrub knife			1d4	18-20 (x2)
Range	Weight	Type	Size	Special Properties
n/a	5 (3)	S	S	

WEAPON		Total Attack Bonus	Damage	Critical
Whacking stick			1d4/1d6	x2
Range	Weight	Type	Size	Special Properties
10 ft	1 lb	B/P	S	When used as club, deals 1d6 but haft shatters on a natural 1

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
<input type="checkbox"/>	Animal Empathy	CHA				
<input type="checkbox"/>	Appraise #	INT	3			3
<input type="checkbox"/>	Balance #	DEX	3	4		7
<input type="checkbox"/>	Bluff #	CHA	1			1
<input type="checkbox"/>	Climb #	STR*	1	4		5
<input checked="" type="checkbox"/>	Concentration #	CON	1			1
<input type="checkbox"/>	Craft #	INT	3			3
<input type="checkbox"/>	Decipher Script	INT				
<input type="checkbox"/>	Diplomacy #	CHA	1			1
<input type="checkbox"/>	Disable Device	INT				
<input type="checkbox"/>	Disguise #	CHA	1			1
<input type="checkbox"/>	Escape Artist #	DEX*	3	4		7
<input type="checkbox"/>	Forgery #	INT	3			3
<input type="checkbox"/>	Gather Information #	CHA	1			1
<input type="checkbox"/>	Handle Animal	CHA				
<input checked="" type="checkbox"/>	Heal #	WIS	1			1
<input type="checkbox"/>	Hide #	DEX*	3	4	4	11
<input type="checkbox"/>	Innuendo	WIS				
<input type="checkbox"/>	Intimidate #	CHA	1	3		4
<input type="checkbox"/>	Intuit Direction	WIS	1	4		5
<input type="checkbox"/>	Jump #	STR*	1			1
<input checked="" type="checkbox"/>	Knowledge	INT				
<input checked="" type="checkbox"/>	Knowledge	INT				
<input checked="" type="checkbox"/>	Knowledge	INT				
<input checked="" type="checkbox"/>	Knowledge	INT				
<input type="checkbox"/>	Listen #	WIS	1	5		6
<input type="checkbox"/>	Move Silently #	DEX*	3	4		7
<input checked="" type="checkbox"/>	Natural Medicine #	INT	3			3
<input type="checkbox"/>	Open Lock	DEX				
<input type="checkbox"/>	Perform #	CHA	1			1
<input type="checkbox"/>			1			1
<input type="checkbox"/>	Pick Pocket	DEX*				
<input type="checkbox"/>	Profession	WIS				
<input type="checkbox"/>	Read Lips	INT				
<input type="checkbox"/>	Ride #	DEX	3			3
<input checked="" type="checkbox"/>	Scry #	INT	3			3
<input type="checkbox"/>	Search #	INT	3	4		7
<input type="checkbox"/>	Sense Motive #	WIS	1			1
<input checked="" type="checkbox"/>	Speak Language	None				
<input checked="" type="checkbox"/>	Speak Language	None				
<input checked="" type="checkbox"/>	Spellcraft	INT				
<input type="checkbox"/>	Spot #	WIS	1	5		6
<input type="checkbox"/>	Swim #	STR	1	4		5
<input type="checkbox"/>	Tumble	DEX*	3	4		7
<input type="checkbox"/>	Use Magic Device	CHA				
<input type="checkbox"/>	Use Rope #	DEX*	3			3
<input type="checkbox"/>	Wilderness Lore #	WIS	1	5		6

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