

Merry Ox-thanksgivingmas

Mason Porter

Math students of Somerville



CHARACTER RECORD SHEETS

Character Name: Class. & Dynamics Mathematician Player: Chaotic Good Up Jesus
 Class: 1 Race: M T Alignment: π Level: Imaginary Deity: H2G2
 Size: 1 Age: 1 Gender: M Height: T Weight: π Eyes: Imaginary Hair: brown Skin: H2G2

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength	6	-2		
DEX dexterity	6	-2		
CON constitution	7	-2		
INT intelligence	20	5		
WIS wisdom	8	-1		
CHA charisma	18	4		

HP hit points: 3 + 6(10) = 63
AC armor class: 10 + 7 = 17
 TOTAL: 10 + 0 + 0 + -2 + 7 + 0 + 0

INITIATIVE modifier: -2 = -2 + 0
 TOTAL: -2 + 0

BASE ATTACK bonus: 0

DAMAGE REDUCTION: 0
HIT DIE TYPE: d4
SPEED: 9
 MISS CHANCE: 0 ARCANESPELL FAILURE: 0 ARMOR CHECK PENALTY: 0 SPELL RESISTANCE: 0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	0	2	-2	0	0		
REFLEX (dexterity)	2	4	-2	0	0		
WILL (wisdom)	42	43	-1	0	0		

MELEE attack bonus: 3 = 5 + -2 + 0 + 0 + 0
RANGED attack bonus: 18 = 20 + -2 + 0 + 0 + 0

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<u>Red Pen +2</u>	<u>+5</u>	<u>3 & 12</u>	<u>17-20/x3</u>
RANGE: <u>—</u> WEIGHT: <u>1dram</u> TYPE: <u>ballpoint</u> SIZE: <u>small</u>	SPECIAL PROPERTIES:		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<u>Numerical analysis</u>	<u>+20</u>	<u>2 & 20</u>	<u>16-20/x3</u>
RANGE: <u>~10</u> WEIGHT: <u></u> TYPE: <u></u> SIZE: <u></u>	SPECIAL PROPERTIES:		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<u>extra classes</u>	<u>+4</u>	<u>Students lose 2 & 20</u>	<u>x4</u>
RANGE: <u>—</u> WEIGHT: <u></u> TYPE: <u></u> SIZE: <u></u>	SPECIAL PROPERTIES:		

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY: <u></u> SPELL FAILURE: <u></u> SPEED: <u></u> WEIGHT: <u></u>	SPECIAL PROPERTIES:		

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES:				

AMMUNITION

<u></u>	<u></u>	<u></u>	<u></u>	<u></u>
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
<input type="checkbox"/> Alchemy	int				
<input type="checkbox"/> Animal empathy	cha				
<input checked="" type="checkbox"/> Appraise	int			5	5
<input type="checkbox"/> Balance	dex*				
<input type="checkbox"/> Bluff	cha				
<input type="checkbox"/> Climb	str*				
<input checked="" type="checkbox"/> Concentration	con			-2	5
<input type="checkbox"/> Craft ()	int				
<input checked="" type="checkbox"/> Decipher Script	int			5	10
<input type="checkbox"/> Diplomacy	cha				
<input checked="" type="checkbox"/> Disable Device	int			5	10
<input type="checkbox"/> Disguise	cha				
<input type="checkbox"/> Escape Artist	dex*				
<input type="checkbox"/> Forgery	int				
<input checked="" type="checkbox"/> Gather Information	cha			4	5
<input type="checkbox"/> Heal	wis				
<input type="checkbox"/> Hide	dex*				
<input type="checkbox"/> Innuendo	wis				
<input checked="" type="checkbox"/> Intimidate	cha			4	7
<input type="checkbox"/> Intuit Direction	wis				
<input type="checkbox"/> Jump	str*				
<input checked="" type="checkbox"/> Knowledge (arcana)	int			15	11
<input checked="" type="checkbox"/> Knowledge (architecture & engineering)	int			5	12
<input type="checkbox"/> Knowledge (geography)	int				
<input type="checkbox"/> Knowledge (history)	int				
<input type="checkbox"/> Knowledge (local)	int				
<input type="checkbox"/> Knowledge (nature)	int				
<input type="checkbox"/> Knowledge (nobility & royalty)	int				
<input checked="" type="checkbox"/> Knowledge (the planes)	int			5	11
<input type="checkbox"/> Knowledge (religion)	int				
<input type="checkbox"/> Listen	wis				
<input type="checkbox"/> Move Silently	dex*				
<input type="checkbox"/> Open Lock	dex				
<input type="checkbox"/> Perform ()	cha				
<input type="checkbox"/> Pick Pocket	dex*				
<input checked="" type="checkbox"/> Profession (prof.)	wis			-1	11
<input type="checkbox"/> Read lips	int				
<input type="checkbox"/> Ride ()	dex				
<input type="checkbox"/> Scry	int				
<input type="checkbox"/> Search	int				
<input type="checkbox"/> Sense Motive	wis				
<input type="checkbox"/> Spellcraft	int				
<input checked="" type="checkbox"/> Spot errors	wis			-1	11
<input type="checkbox"/> Swim	str**				
<input type="checkbox"/> Tumble	dex*				
<input checked="" type="checkbox"/> Use Magic Device	cha			4	18
<input type="checkbox"/> Use Rope	dex				
<input type="checkbox"/> Wilderness Lore	wis				
				38	116

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *armor check penalty, if any, applies. ** -1 per 5 lb. of gear.

William Juan