

XEN'DRIK EXPEDITIONS
campaign

1,000

experience points

GEAR

Table with 4 columns: ARMOR/PROTECTIVE ITEM, TYPE, AC BONUS, MAX DEX. Row 1: Chainmail, Medium, +5, +2. Row 2: CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES. Row 3: -5, 30%, 20 ft., 40 lbs.,

Table with 4 columns: SHIELD/PROTECTIVE ITEM, AC BONUS, WEIGHT, CHECK PENALTY. Row 1: , , , . Row 2: SPELL FAILURE, SPECIAL PROPERTIES. Row 3: , , ,

Table with 4 columns: PROTECTIVE ITEM, AC BONUS, WEIGHT, SPECIAL PROPERTIES. Row 1: , , , .

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BASIC POSSESSIONS

Table with 6 columns: ITEM, PG., WT., ITEM, PG., WT. Rows include Backpack, Rope, silk (50 ft.), Manacles, Crowbar, Identification papers, Greataxe, Greatchub, Longbow, Arrows (20), Dagger, Chainmail, *bonus equipment, BASIC POSSESSIONS GP VALUE, BASIC WT., MAGIC WT., TOTAL WEIGHT CARRIED.

Table with 6 columns: 133, 134-266, 267-400, 400, 800, 2000. Rows include LIGHT LOAD, MEDIUM LOAD, HEAVY LOAD, LIFT OVER HEAD, LIFT OFF GROUND, PUSH OR DRAG.

MONEY

cp —
sp —
gp — 4
pp —

FEATS

Power attack PG.

Weapon Focus (greataxe)

(b) = bonus feat

SPECIAL ABILITIES

Darkvision 60 ft. PG.

Natural armor +1

MINIATURE UNLOCK

Bonus for using listed D&D Miniature

Regiment Training
Miniature: Gnoll Sergeant
(GIANTS OF LEGEND 50/72)
This character gains a +1 deflection bonus to AC if at least one ally is adjacent during combat.

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common

Gnoll

TYPICAL SPELLS

Domains: :

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

30 %

conditional modifiers

Table with 5 columns: SPELLS KNOWN, SPELL SAVE DC, LEVEL, SPELLS PER DAY, BONUS SPELLS. Rows include 0, 1ST, 2ND, 3RD, 4TH, 5TH, 6TH, 7TH, 8TH, 9TH.