

character name _____ player _____ faction _____
Druid 1 Elf Neutral
class and level race alignment deity
Medium
size age gender height weight eyes hair skin



XEN'DRIK EXPEDITIONS
Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	ARMOR CHECK PENALTY	SPEED
STR strength	10	+0				HP hit points 8			0	20 ft (30 ft. base)
DEX dexterity	12	+1				AC armor class 13	10 + 2 + 0 + 1 + + + +			
CON constitution	11	+0				TOUCH armor class 11	FLAT-FOOTED armor class 12			
INT intelligence	10	+0				INITIATIVE modifier +1				
WIS wisdom	15	+2								
CHA charisma	14	+2								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	+2	+0				Immune to sleep spells and effects
REFLEX (dexterity)	+1	+0	+1				+2 against enchantment spells and effects
WILL (wisdom)	+4	+2	+2				

BASE ATTACK BONUS	+0	SPELL RESISTANCE		AP action points	4	
GRAPPLE modifier	+0	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	+0	1d6	x2
RANGE	TYPE	NOTES	
-	B		

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	-4/-8	1d6/1d6	x2
RANGE	TYPE	NOTES	
-	B	Used as double weapon	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+0	1d4	19-20/x2
RANGE	TYPE	NOTES	
10 ft.	P/S	+1 attack bonus when thrown	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
	<input type="checkbox"/> Appraise	int	+0	= +0		
	<input type="checkbox"/> Balance	dex*	+1	= +1		
	<input type="checkbox"/> Bluff	cha	+2	= +2		
	<input type="checkbox"/> Climb	str*	+0	= +0		
	<input checked="" type="checkbox"/> Concentration	con	+2	= +0	2	
	<input checked="" type="checkbox"/> Craft () int	+0	= +0		
	<input checked="" type="checkbox"/> Craft () int	+0	= +0		
	<input checked="" type="checkbox"/> Craft () int	+0	= +0		
	<input type="checkbox"/> Decipher Script	int		= +		
	<input checked="" type="checkbox"/> Diplomacy	cha	+2	= +2		
	<input type="checkbox"/> Disable Device	int		= +		
	<input type="checkbox"/> Disguise	cha	+2	= +2		
	<input type="checkbox"/> Escape Artist	dex*	+1	= +1		
	<input type="checkbox"/> Forgery	int	+0	= +0		
	<input type="checkbox"/> Gather Information	cha	+2	= +2		
	<input checked="" type="checkbox"/> Handle Animal	cha	+6	= +2	4	
	<input checked="" type="checkbox"/> Heal	wis	+2	= +2		
	<input type="checkbox"/> Hide	dex*	+1	= +1		
	<input type="checkbox"/> Intimidate	cha	+2	= +2		
	<input type="checkbox"/> Jump	str*	+0	= +0		
	<input checked="" type="checkbox"/> Knowledge (nature)	int	+6	= +0	4	+2
	<input type="checkbox"/> Knowledge () int		= +		
	<input type="checkbox"/> Knowledge () int		= +		
	<input type="checkbox"/> Knowledge () int		= +		
	<input type="checkbox"/> Knowledge () int		= +		
	<input checked="" type="checkbox"/> Listen	wis	+2	= +2	2	+2
	<input type="checkbox"/> Move Silently	dex*	+1	= +1		
	<input type="checkbox"/> Open Lock	dex		= +		
	<input type="checkbox"/> Perform () cha		= +		
	<input type="checkbox"/> Perform () cha		= +		
	<input type="checkbox"/> Perform () cha		= +		
	<input checked="" type="checkbox"/> Profession () wis		= +		
	<input checked="" type="checkbox"/> Profession () wis		= +		
	<input checked="" type="checkbox"/> Ride	dex	+1	= +1		
	<input type="checkbox"/> Search	int	+2	= +0		+2
	<input type="checkbox"/> Sense Motive	wis	+2	= +2		
	<input type="checkbox"/> Sleight of Hand	dex*		= +		
	<input checked="" type="checkbox"/> Spellcraft	int		= +		
	<input checked="" type="checkbox"/> Spot	wis	+6	= +2	2	+2
	<input checked="" type="checkbox"/> Survival	wis	+6	= +2	2	+2
	<input checked="" type="checkbox"/> Swim	str*	+0	= +0		
	<input type="checkbox"/> Tumble	dex*		= +		
	<input type="checkbox"/> Use Magic Device	cha		= +		
	<input type="checkbox"/> Use Rope	dex	+1	= +1		
	<input type="checkbox"/> _____			= +		
	<input type="checkbox"/> _____			= +		
	<input type="checkbox"/> _____			= +		

■ After the skill denotes a skill that can be used untrained.
□ Fill in this box if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

XEN'DRIK EXPEDITIONS
campaign

experience points

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Leather		Light	+2	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	10%	30 ft.	15 lbs	

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

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS					
ITEM	PG.	WT.	ITEM	PG.	WT.
Belt pouch		.5 lbs	Explorer's outfit		8 lbs
Bedroll		.5 lbs			
Flint and steel		-			
Rope, silk (50 ft.)		5 lbs			
Sunrods (2)		2 lbs			
Rations, trail (5)		5 lbs			
Fishhoos (2)		-			
Holy symbol, wooden		-			
Quarterstaff		4 lbs			
Dagger		1 lbs			
Leather armor		15 lbs			
*bonus equipment			BASIC POSSESSIONS GP VALUE	67.8	
BASIC WT.	41	+ MAGIC WT.	-.	= TOTAL WEIGHT CARRIED	41

33	34-66	67-100	100	200	500
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

MONEY

cp —

sp — 2

gp — 12

pp —

FEATS

Warden Initiate (ECS) PG.

+2 AC in the woods and can cast

protection from evil

(b) = bonus feat

SPECIAL ABILITIES

Immunity to sleep spells and effects.

+2 racial bonus to saving throws

against enchantment spells/effects.

Low-light vision

+2 racial bonus on Listen, Search and

Spot checks

Martial weapon proficiency feats for

longsword, rapier, longbow, and

shortbow.

Animal companion: (Wolf, MM p. 283)

Nature sense

Wild empathy

MINIATURE UNLOCK

Bonus for using listed D&D Miniature



Feral Spirit

Miniature: Warden of the Woods
(WAR OF THE DRAGON
QUEEN 18/60)

You can spend an action point to grant your animal companion a morale bonus to its next attack roll equal to your Charisma bonus (+1 minimum).

LANGUAGES

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

Common

Elven

Druidic

TYPICAL SPELLS

Domains: :

o: Cure minor wounds; detect magic; detect poison

1st: Entangle; produce flame

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE

2

DC MOD

ARCANE SPELL FAILURE

10

%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	12	0	3	0
	13	1ST	1	1
	14	2ND		
	15	3RD		
	16	4TH		
	17	5TH		
	18	6TH		
	19	7TH		
	20	8TH		
	21	9TH		