

character name Druid 1 player Elf faction Neutral
 class and level Medium race Elf alignment deity
 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 + ARMOR BONUS +2 + SHIELD BONUS +0 + DEX MODIFIER +1 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER + DAMAGE REDUCTION			
CON constitution	11	+0				TOUCH armor class	11			
INT intelligence	10	+0				FLAT-FOOTED armor class	12			
WIS wisdom	15	+2				INITIATIVE modifier	+1 = +1 + MISC MODIFIER			
CHA charisma	14	+2								

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

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	+0	1d6	x2
RANGE	TYPE	NOTES	
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	-4/-8	1d6/1d6	x2
RANGE	TYPE	NOTES	
-	B	Used as double weapon	

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

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RANGE	TYPE	NOTES	

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RANGE	TYPE	NOTES	

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CLASS SKILL	SKILLS		MAX RANKS (CLASS/CROSS-CLASS)	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY 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.)

