

character name _____ player _____ faction _____
Bard 1 Half-elf Chaotic 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
STR strength	11	+0			
DEX dexterity	12	+1			
CON constitution	14	+2			
INT intelligence	14	+2			
WIS wisdom	8	-1			
CHA charisma	14	+2			

HP hit points	8	TOTAL		WOUNDS/CURRENT HP		NONLETHAL DAMAGE		ARMOR CHECK PENALTY	SPEED		
AC armor class	14	TOTAL		= 10 +		+3 + +0 + +1 + + + + + +		-1	20 ft (30 ft. base)		
TOUCH armor class	11	TOTAL		FLAT-FOOTED armor class		13		DEFLECTION MODIFIER		MISC MODIFIER	
INITIATIVE modifier	+1	TOTAL		DEX MODIFIER		MISC MODIFIER		DAMAGE REDUCTION			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	= +0	+2				Immune to sleep spells and effects
REFLEX (dexterity)	+3	= +2	+1				+2 against enchantment spells and effects.
WILL (wisdom)	+1	= +2	-1				

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

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Shortbow		+1	1d6	x3
RANGE	TYPE	NOTES		
60 ft.	P			

AMMUNITION 20 arrows ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Rapier		+0	1d6	18-20/x2
RANGE	TYPE	NOTES		
-	P			

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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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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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CLASS SKILL	SKILLS		MAX RANKS (CLASS/CROSS-CLASS)		4 / 2		
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input checked="" type="checkbox"/> Appraise ■ <input checked="" type="checkbox"/> Balance ■ <input checked="" type="checkbox"/> Bluff ■ <input checked="" type="checkbox"/> Climb ■ <input checked="" type="checkbox"/> Concentration ■ <input checked="" type="checkbox"/> Craft ■ () <input checked="" type="checkbox"/> Craft ■ () <input checked="" type="checkbox"/> Craft ■ () <input checked="" type="checkbox"/> Decipher Script <input checked="" type="checkbox"/> Diplomacy ■ <input type="checkbox"/> Disable Device <input checked="" type="checkbox"/> Disguise ■ <input checked="" type="checkbox"/> Escape Artist ■ <input type="checkbox"/> Forgery ■ <input checked="" type="checkbox"/> Gather Information ■ <input type="checkbox"/> Handle Animal <input type="checkbox"/> Heal ■ <input checked="" type="checkbox"/> Hide ■ <input type="checkbox"/> Intimidate ■ <input checked="" type="checkbox"/> Jump ■ <input checked="" type="checkbox"/> Knowledge (History) <input checked="" type="checkbox"/> Knowledge () <input checked="" type="checkbox"/> Knowledge () <input checked="" type="checkbox"/> Knowledge () <input checked="" type="checkbox"/> Knowledge () <input checked="" type="checkbox"/> Listen ■ <input checked="" type="checkbox"/> Move Silently ■ <input type="checkbox"/> Open Lock <input checked="" type="checkbox"/> Perform (Oratory) <input checked="" type="checkbox"/> Perform () <input checked="" type="checkbox"/> Perform () <input checked="" type="checkbox"/> Profession () <input checked="" type="checkbox"/> Profession () <input type="checkbox"/> Ride ■ <input type="checkbox"/> Search ■ <input checked="" type="checkbox"/> Sense Motive ■ <input checked="" type="checkbox"/> Sleight of Hand <input checked="" type="checkbox"/> Spellcraft <input type="checkbox"/> Spot ■ <input type="checkbox"/> Survival ■ <input checked="" type="checkbox"/> Swim ■ <input checked="" type="checkbox"/> Tumble <input checked="" type="checkbox"/> Use Magic Device <input type="checkbox"/> Use Rope ■ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	int	+2	= +2	+ + +			
	dex*	-1	= +0	+ + +	-1		
	cha	+6	= +2	+ 4 +			
	str*	-1	= +0	+ + +	-1		
	con	+2	= +2	+ + +			
) int	+2	= +2	+ + +			
) int	+2	= +2	+ + +			
) int	+2	= +2	+ + +			
	int		= + + +				
	cha	+8	= +2	+ 4 +	+2		
	int		= + + +				
	cha	+2	= +2	+ + +			
	cha	+2	= +1	+ 2 +	-1		
	dex*	+2	= +2	+ + +			
	int	+8	= +2	+ 4 +	+2		
	cha		= + + +				
	cha		= + + +				
	wis	-1	= -1	+ + +			
	dex*	+0	= +1	+ + +	-1		
	cha	+2	= +2	+ + +			
	str*	-1	= +0	+ + +	-1		
	int	+6	= +2	+ 4 +			
) int		= + + +				
) int		= + + +				
) int		= + + +				
) int		= + + +				
	wis	+2	= -1	+ 2 +	+1		
	dex*	+0	= +1	+ + +	-1		
dex		= + + +					
cha	+6	= +2	+ 4 +				
) cha		= + + +					
) cha		= + + +					
) wis		= + + +					
) wis		= + + +					
dex	+1	= +1	+ + +				
int	+3	= +2	+ + +	+1			
wis	+3	= -1	+ 4 +				
dex*		= + + +					
int	+0	= -1	+ + +	+1			
wis	-1	= -1	+ + +				
wis	-2	= +0	+ + +	-2			
str*		= + + +					
dex*		= + + +					
cha	+6	= +2	+ 4 +				
dex	+1	= +1	+ + +				
		= + + +					
		= + + +					
		= + + +					

■ 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.)

campaign

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Studded leather		light	+3	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	15%	30 ft.	20 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

ITEM			PG.	WT.	ITEM	PG.	WT.
Backpack				2 lbs	Entertainer's outfit		3 lbs
Belt pouch (2)				1 lbs			
Flint and steel				-			
Rope, hemp (50 ft.)				10 lbs			
Lantern, hooded				2 lbs			
Oil, flask (5)				5 lbs			
Acid, flask				1 lbs			
Crimson Glyph Book				1 lbs			
Rapier				2 lbs			
Shortbow				2 lbs			
Dagger (2)				2 lbs			
Arrows (20)				3 lbs			
Studded leather				20 lbs			
*bonus equipment					BASIC POSSESSIONS GP VALUE	153.5	
BASIC WT.	54	+ MAGIC WT.	-		= TOTAL WEIGHT CARRIED	54 lbs	

38	39-76	77-115	115	230	575
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

cp —
sp — 5
gp — 6
pp —

Extra Music PG.

[illegible]

PG.

[illegible]

Bonus for using listed D&D Miniature



Miniature: Voice of Battle
(DEATHKNELL 25/60)
The PC can start a bardic
music effect as a move
action instead of a standard

action.

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

Common
Draconic
Elven
Sylvan

Domains: :

o: *Dazę; detect magic; message; read magic*

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

2

DC MOD

0

%

conditional modifiers

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