

character name Knight 1 (ECL 2) player Covenant of Light faction
 class and level Medium race Aasimar (planetouched) 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	14	+2			6	HP hit points	14		-9	20 ft (base 30 ft.)
DEX dexterity	11	+0			3	AC armor class	18 = 10 + ARMOR BONUS +6 + SHIELD BONUS +2 + DEX MODIFIER +0 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER + DAMAGE REDUCTION			
CON constitution	14	+2			6	TOUCH armor class	10	FLAT-FOOTED armor class	18	
INT intelligence	8	-1			0	INITIATIVE modifier	+0 = +0 + DEX MODIFIER + MISC MODIFIER			
WIS wisdom	10	+0			0					
CHA charisma	18	+4			10					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2 = +0 + +2 + + + +	+0	+2				
REFLEX (dexterity)	+0 = +0 + +0 + + + +	+0	+0				
WILL (wisdom)	+2 = +2 + +0 + + + +	+2	+0				

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points	3
GRAPPLE modifier	+3 = +1 + +2 + + + +	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Warhammer		+3	1d8+2	x3
RANGE	TYPE	NOTES		
-	B			

AMMUNITION _____ oooooo oooooo oooooo oooooo oooooo oooooo

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Javelin		+1	1d6+2	x2
RANGE	TYPE	NOTES		
30 ft.	P			

AMMUNITION _____ oooooo oooooo oooooo oooooo oooooo oooooo

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Handaxe		+3	1d6+2	x3
RANGE	TYPE	NOTES		
-	S			

AMMUNITION _____ oooooo oooooo oooooo oooooo oooooo oooooo

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ oooooo oooooo oooooo oooooo oooooo oooooo

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ oooooo oooooo oooooo oooooo oooooo oooooo

CLASS SKILL	SKILLS		MAX RANKS (CLASS/CROSS-CLASS)	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
	<input type="checkbox"/> Appraise	int	-1	= -1 + + +
	<input type="checkbox"/> Balance	dex*	-9	= +0 + + -9
	<input type="checkbox"/> Bluff	cha	+4	= +4 + + +
	<input checked="" type="checkbox"/> Climb	str*	-7	= +2 + + -9
	<input type="checkbox"/> Concentration	con	+2	= +2 + + +
	<input type="checkbox"/> Craft ()	int	-1	= -1 + + +
	<input type="checkbox"/> Craft ()	int	-1	= -1 + + +
	<input type="checkbox"/> Craft ()	int	-1	= -1 + + +
	<input type="checkbox"/> Decipher Script	int		= + + +
	<input type="checkbox"/> Diplomacy	cha	+4	= +4 + + +
	<input type="checkbox"/> Disable Device	int		= + + +
	<input type="checkbox"/> Disguise	cha	+4	= +4 + + +
	<input type="checkbox"/> Escape Artist	dex*	-9	= +0 + + -9
	<input type="checkbox"/> Forgery	int	-1	= -1 + + +
	<input type="checkbox"/> Gather Information	cha	+4	= +4 + + +
	<input checked="" type="checkbox"/> Handle Animal	cha	+5	= +4 + 1 +
	<input type="checkbox"/> Heal	wis	+0	= +0 + + +
	<input type="checkbox"/> Hide	dex*	-9	= +0 + + -9
	<input checked="" type="checkbox"/> Intimidate	cha	-9	= +4 + 3 +
	<input checked="" type="checkbox"/> Jump	str*	-7	= +2 + + -9
	<input checked="" type="checkbox"/> Knowledge (nobility and royalty)	int		= + + +
	<input type="checkbox"/> Knowledge ()	int		= + + +
	<input type="checkbox"/> Knowledge ()	int		= + + +
	<input type="checkbox"/> Knowledge ()	int		= + + +
	<input type="checkbox"/> Knowledge ()	int		= + + +
	<input type="checkbox"/> Listen	wis	+2	= +0 + + +2
	<input type="checkbox"/> Move Silently	dex*	-9	= +0 + + -9
	<input type="checkbox"/> Open Lock	dex		= + + +
	<input type="checkbox"/> Perform ()	cha		= + + +
	<input type="checkbox"/> Perform ()	cha		= + + +
	<input type="checkbox"/> Perform ()	cha		= + + +
	<input type="checkbox"/> Profession ()	wis		= + + +
	<input type="checkbox"/> Profession ()	wis		= + + +
	<input checked="" type="checkbox"/> Ride	dex	+0	= +0 + + +
	<input type="checkbox"/> Search	int	-1	= -1 + + +
	<input type="checkbox"/> Sense Motive	wis	+0	= +0 + + +
	<input type="checkbox"/> Sleight of Hand	dex*		= + + +
	<input type="checkbox"/> Spellcraft	int		= + + +
	<input type="checkbox"/> Spot	wis	+2	= +0 + + +2
	<input type="checkbox"/> Survival	wis	+0	= +0 + + +
	<input checked="" type="checkbox"/> Swim	str*	-16	= +2 + + -18
	<input type="checkbox"/> Tumble	dex*		= + + +
	<input type="checkbox"/> Use Magic Device	cha		= + + +
	<input type="checkbox"/> Use Rope	dex	+0	= +0 + + +
	<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.)

