

character name Bard 1 player Crimson Codex faction   
 class and level Medium race Half-elf alignment Chaotic Neutral 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	11	+0				HP hit points 8			-1	20 ft (30 ft. base)
DEX dexterity	12	+1				AC armor class 14 = 10 + 3 + 0 + 1				
CON constitution	14	+2				TOUCH armor class 11	FLAT-FOOTED armor class 13			
INT intelligence	14	+2				INITIATIVE modifier +1 = +1 +				
WIS wisdom	8	-1								
CHA charisma	14	+2								

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

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

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

AMMUNITION 20 arrows    ooooo    ooooo    ooooo    ooooo    ooooo    ooooo

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

