

CHARACTER NAME: **Ex-Druid**
 CLASS: **4**
 LEVEL: **Medium**

PLAYER: **Xen'drik**
 REGION: **Elf(High)**
 GENDER: **Female**
 ALIGNMENT: **Chaotic Good**
 AGE: **0**
 HEIGHT: **Humanoid (Elf)**
 WEIGHT: **0**
 EYES: **0**
 HAIR: **0**



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	11	+0		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	10	+0		
WIS WISDOM	16	+3		
CHA CHARISMA	14	+2		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	23		30 ft/x4
AC ARMOR CLASS	18 = 10 + +4 + +2 + +1 + +0 + +1 + +0 + +0		
TOUCH ARMOR CLASS	11	FLAT-FOOTED ARMOR CLASS	17

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+4	+4	+0	+0	+0		
REFLEX (DEXTERITY)	+2	+1	+1	+0	+0		
WILL (WISDOM)	+7	+4	+3	+0	+0		

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED
+3	+3 = +3 + +0 + +0 + +0	+3 = +3 + +0 + +0 + +0 +	+4 = +3 + +1 + +0 + +0 +

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork scimitar	+4	1d6	18-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	4 lb	S	Medium	One-handed

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PROFICIENCY	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS
<input checked="" type="checkbox"/>	Appraise ¹	INT	+0		
<input checked="" type="checkbox"/>	Balance ¹	DEX*	-1	1	-2
<input checked="" type="checkbox"/>	Bluff ¹	CHA	+2	2	
<input checked="" type="checkbox"/>	Climb ¹	STR*	-2		-2
<input type="checkbox"/>	Concentration ¹	CON	+7	7	
<input type="checkbox"/>	Craft skills... ¹	INT	+0		
<input type="checkbox"/>	Diplomacy ¹	CHA	+5	2	3
<input checked="" type="checkbox"/>	Disguise ¹	CHA	+2	2	
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	-1	1	-2
<input checked="" type="checkbox"/>	Forgery ¹	INT	+0		
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	+2	2	
<input type="checkbox"/>	Handle Animal	CHA	+5	2	3
<input type="checkbox"/>	Heal ¹	WIS	+5	3	2
<input checked="" type="checkbox"/>	Hide ¹	DEX*	-1	1	-2
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	+2	2	
<input type="checkbox"/>	Jump ¹	STR*	-2		-2
<input type="checkbox"/>	Knowledge (nature)	INT	+10		6
<input type="checkbox"/>	Listen ¹	WIS	+6	3	1
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	-1	1	-2
<input checked="" type="checkbox"/>	Perform skills... ¹	CHA	+2	2	
<input type="checkbox"/>	Ride ¹	DEX	+1	1	
<input checked="" type="checkbox"/>	Search ¹	INT	+2		2
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+3	3	
<input type="checkbox"/>	Spot ¹	WIS	+6	3	1
<input type="checkbox"/>	Survival ¹	WIS	+10	3	5
<input type="checkbox"/>	Swim ¹	STR**	-4		-4
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+1	1	

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with☒ are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

SPECIAL ABILITIES/FEATS

ADDITIONAL NOTES

Save DC	Level	Spells/day	Bonus Spells
13	0	5	-
14	1	3	1
15	2	2	1

Typical Spells:

Level 0: *Cure Minor Wounds, Detect Magic, Guidance, Know Direction, Light*

Level 1: *Charm Animal, Cure Light Wounds, Goodberry, Produce Flame*

Miniature Unlock: Kindred Spirits

Miniatures: Warden of the Wood (WAR OF THE DRAGON QUEEN 18/60) & Timber Wolf (DEATHKNELL 27/60)

Level 2: *Bull's Strength, Flaming Sphere, Lesser Restoration*

Both miniatures are required for the miniature unlock.

The PC's animal companion is treated as being under the effect of the *Magic Fang* spell for the duration of the adventure. All Summon Nature's Ally spells last an additional round.