

character name Fighter 1 (ECL 2) player Gnoll Blackwheel Company faction  
 class and level Medium race Gnoll 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
<b>STR</b> strength	20	+5			
<b>DEX</b> dexterity	14	+2			
<b>CON</b> constitution	16	+3			
<b>INT</b> intelligence	7	-2			
<b>WIS</b> wisdom	10	+0			
<b>CHA</b> charisma	6	-2			

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	ARMOR CHECK PENALTY	SPEED
<b>HP</b> hit points	13		-5	20 ft (base 30 ft.)
<b>AC</b> armor class	18 = 10 +			
<b>TOUCH</b> armor class	12			
<b>FLAT-FOOTED</b> armor class	16			
<b>INITIATIVE</b> modifier	+2 = +2 +			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5 = +2 +	+2	+3				
<b>REFLEX</b> (dexterity)	+2 = +0 +	+0	+2				
<b>WILL</b> (wisdom)	+0 = +0 +	+0	+1				

BASE ATTACK BONUS	SPELL RESISTANCE	AP
+1		3

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Greataxe	+7	1d12+7	x3
RANGE	TYPE	NOTES	
-	S		

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longbow	+3	1d8	x3
RANGE	TYPE	NOTES	
100 ft.	P		

AMMUNITION 20 arrows \_\_\_\_\_ oooooo oooooo oooooo oooooo oooooo oooooo

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Greatclub	+6	1d10+7	x2
RANGE	TYPE	NOTES	
-	B		

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+6	1d4+5	19-20/x2
RANGE	TYPE	NOTES	
10 ft.	P/S	Attack bonus is only +3 when thrown	

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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 type="checkbox"/> Appraise	int	-2	= -2 + + +
	<input type="checkbox"/> Balance	dex*	-3	= +2 + + -5
	<input type="checkbox"/> Bluff	cha	-2	= -2 + + +
	<input checked="" type="checkbox"/> Climb	str*	+2	= +5 + + -5
	<input type="checkbox"/> Concentration	con	+3	= +3 + + +
	<input type="checkbox"/> Craft ( )	int	-2	= -2 + + +
	<input checked="" type="checkbox"/> Craft ( )	int	-2	= -2 + + +
	<input checked="" type="checkbox"/> Craft ( )	int	-2	= -2 + + +
	<input type="checkbox"/> Decipher Script	int		= + + + +
	<input 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*	-3	= +2 + + -5
	<input type="checkbox"/> Forgery	int	-2	= -2 + + +
	<input type="checkbox"/> Gather Information	cha	-2	= -2 + + +
	<input checked="" type="checkbox"/> Handle Animal	cha		= + + + +
	<input type="checkbox"/> Heal	wis	+0	= +0 + + +
	<input type="checkbox"/> Hide	dex*	-3	= +2 + + -5
	<input checked="" type="checkbox"/> Intimidate	cha	-2	= -2 + + +
	<input checked="" type="checkbox"/> Jump	str*	+2	= +5 + 2 + -5
	<input type="checkbox"/> Knowledge ( )	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	+0	= +0 + + +
	<input type="checkbox"/> Move Silently	dex*	-3	= +2 + + -5
	<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	+2	= +2 + + +
	<input type="checkbox"/> Search	int	-2	= -2 + + +
	<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	+0	= +0 + + +
	<input type="checkbox"/> Survival	wis	+0	= +0 + + +
	<input checked="" type="checkbox"/> Swim	str*	-5	= +5 + + -10
	<input type="checkbox"/> Tumble	dex*		= + + + +
	<input type="checkbox"/> Use Magic Device	cha		= + + + +
	<input type="checkbox"/> Use Rope	dex	+2	= +2 + + +
	<input type="checkbox"/> Speak Languages	Int		= + 2 + +
	<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.)

