CHARACTER SHEET

SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)

DUNGEONS & DRAGONS®

CHARACTER NAME	PLAYER NAME
Kaerah Hostsworn	

CLASS AND LEVEL	ECL	RACE/TEMPLATE	SIZE	GENDER
Favored Soul 10	10	Human	M	F

ALIGNMENT	RELIGION/PATRON DEITY	HEIGHT	WEIGHT	LOOKS
CG	Sovereign Host	5' 5"	110	

ABILITY SCORES

	TOTAL	= BASE SCORE + RACIAL MOD.	+ ENHANCEMENT BONUSES	+ MISC. BONUSES	− MISC. PENALTIES	MODIFIER
STR STRENGTH	12	12				1
DEX DEXTERITY	12	12				1
CON CONSTITUTION	14	14				2
INT INTELLIGENCE	11	11				0
WIS WISDOM	12	12				1
CHA CHARISMA	14	12	2			2

COMBAT OPTIONS

BASE ATTACK BONUS 7

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
+2 Longsword	11/6	1d8+3	19-20/x2

RANGE INCREMENT	TYPE	NOTES/AMMUNITION
-	S	Host's Favored Weapon +2

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

RANGE INCREMENT	TYPE	NOTES/AMMUNITION

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

RANGE INCREMENT	TYPE	NOTES/AMMUNITION

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

RANGE INCREMENT	TYPE	NOTES/AMMUNITION

HIT POINTS

62

SPEED 30/x4

INITIATIVE MODIFIER 5

GRAPPLE MODIFIER 8 = 7 (BASE ATTACK BONUS) + 1 (STRENGTH MODIFER) + - (SIZE MODIFIER) + - (MISC. MODIFIER)

ACTION POINTS 6, 9 max

ACTION ROLL 2d6

SAVING THROWS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	11	7	2		2	
REFLEX (DEXTERITY)	10	7	1		2	
WILL (WISDOM)	10	7	1		2	

CONDITIONAL MODIFIERS

ARMOR CLASS

AC 25 (TOTAL) = 10 + 6 (ARMOR BONUS) + 5 (SHIELD BONUS) + 1 (DEX MODIFIER) + (SIZE MODIFIER) + 2 (NATURAL ARMOR) + 1 (DEFLECTION MODIFIER) + (MISCELLANEOUS MODIFIERS)

TOUCH AC 11

FLAT-FOOTED AC 24

ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
Chain Shirt +2	4	-2	25 lbs.

SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
Winged Shield	-	-2	10 lbs.

SPECIAL DEFENSES

Resist Fire (10)

Resist Electricity (10)

EXPERIENCE POINTS

45,000

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
(see below for items requiring slots)		
+2 Longsword	belt	4 lbs.
+2 Chain Shirt	worn	25 lbs.
Winged Shield [+3 heavy wooden shield, fly once per day]	worn	10 lbs
Wand of Cure Moderate Wounds, 10 charges	belt	1 lb.
		-
Fastplay Miniature Unlock:		
Kalashtar Bodyguard (Night Below 9/60) When this miniature is used		
with this fastplay character, once per adventure the play may switch		
a spell known for another cleric spell of the same level in the Player's		
Handbook.		

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

EYES (EYE LENSES OR GOGGLES)

+2 Amulet of Natural Armor

NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)

SHOULDERS (CLOAK, CAPE, OR MANTLE)

+1 Ring of Protection

RING #1

RING #2

HANDS (GLOVES OR GAUNTLETS)

ARMS/WRISTS (BRACERS OR BRACELETS)

BODY (ROBE OR SUIT OF ARMOR)

TORSO (VEST, VESTMENT, OR SHIRT)

WAIST (BELT OR GIRDLE)

FEET (BOOTS, SHOES, OR SLIPPERS)

MONEY

Cash on Hand: 4,178 gp

CARRYING CAPACITY

LIGHT LOAD: 43 lbs.

MEDIUM LOAD: 44 - 86 lbs.

HEAVY LOAD: 87 - 130 lbs.

MAGIC

DOMAINS (CLERIC ONLY)

- _____ DOMAIN NAME — - _____ GRANTED POWER

- _____ DOMAIN NAME — - _____ GRANTED POWER

SPECIALTY SCHOOL (WIZARD ONLY)

_____ SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL) — _____ PROHIBITED SCHOOL — _____ PROHIBITED SCHOOL

ARCANE SPELL FAILURE ____-____ %

TURN/REBUKE UNDEAD

TIMES PER DAY	TURNING CHECK	TURNING DAMAGE
n/a	n/a	n/a
3 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	1d20 + CHA MODIFIER	2d6 + CLERIC LEVEL + CHA MODIFIER

SPELLS

SPELL SAVE 11 + level DC MOD

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS
9	11	0	6	-	3	16	5th	3	-
6	12	1st	6	1			6th		
6	13	2nd	6	1			7th		
5	14	3rd	6	-			8th		
4	15	4th	5	-			9th		

PSIONICS

PSIONIC POWERS _____ POWERS KNOWN _____ MAXIMUM POWER LEVEL KNOWN

PRIMARY DISCIPLINE _____

POWER POINTS PER DAY _____

RAGE

_____ RAGES/DAY — _____ DURATION — _____ STR/CON BONUS — _____ WILL SAVE BONUS — _____ AC PENALTY

RAGES USED ☐☐☐☐☐☐☐☐☐☐

ROUNDS ELAPSED _____

ANIMAL COMPANION, FAMILIAR, OR PSICRYSTAL

NAME _____ CREATURE TYPE _____

STR	DEX	CON	INT	WIS	CHA

INITIATIVE _____

SPEED _____

HIT POINTS

AC _____ = 10 + _____ + _____ + _____ + _____

TOTAL — DEX MODIFIER — SIZE MODIFIER — NATURAL ARMOR — MISC. MODIFIERS

TOUCH AC _____ **FLAT-FOOTED AC** _____

SAVING THROWS

FORTITUDE (CON) ☐

REFLEX (DEX) ☐

WILL (WIS) ☐

ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

GRAPPLE MODIFIER _____

PERSONALITY _____

SKILLS

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

FEATS

_____ _____

_____ _____

_____ _____

SPECIAL ABILITIES

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TRICKS

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CAMPAIGN Xen'drik Expeditions

SKILLS

CS?	SKILL NAME	KEY ABILITY	SKILL MODIFER		RANKS		ABILITY MODIFER		MISC. MODIFER
☐	Appraise ◆	INT		=		+	0	+	
☐	*Autohypnosis*	WIS		=		+	1	+	
☐	Balance* ◆	DEX		=		+	1	+	
☐	Bluff ◆	CHA		=		+	2	+	
☐	Climb* ◆	STR		=		+	1	+	
☑	Concentration ◆	CON	11	=	10	+	2	+	
☑	Craft ( ) ◆	INT		=		+	0	+	
☑	Craft ( ) ◆	INT		=		+	0	+	
☑	Craft ( ) ◆	INT		=		+	0	+	
☐	Decipher Script	INT		=		+	0	+	
☑	Diplomacy ◆	CHA	9	=	5	+	2	+	2
☐	Disable Device	INT		=		+	0	+	
☐	Disguise ◆	CHA		=		+	2	+	
☐	Escape Artist* ◆	DEX		=		+	1	+	
☐	Forgery ◆	INT		=		+	0	+	
☐	Gather Information ◆	CHA		=		+	2	+	
☐	Handle Animal	CHA		=		+	2	+	
☑	Heal ◆	WIS	8	=	5	+	1	+	2
☐	Hide* ◆	DEX		=		+	1	+	
☐	Intimidate ◆	CHA		=		+	2	+	
☑	Jump* ◆	STR		=		+	1	+	
☑	Knowledge (arcana)	INT	6	=	5	+	0	+	
☐	Knowledge (arch/eng)	INT		=		+	0	+	
☐	Knowledge (dungeoneering)	INT		=		+	0	+	
☐	Knowledge (geography)	INT		=		+	0	+	
☐	Knowledge (history)	INT		=		+	0	+	
☐	Knowledge (local)	INT		=		+	0	+	
☐	Knowledge (nature)	INT		=		+	0	+	
☐	Knowledge (nobility/royalty)	INT		=		+	0	+	
☐	Knowledge (the planes)	INT		=		+	0	+	
☐	*Knowledge (psionics)*	INT		=		+	0	+	
☐	Knowledge (religion)	INT		=		+	0	+	
☐	Knowledge ( )	INT		=		+	0	+	
☐	Listen ◆	WIS		=		+	1	+	
☐	Move Silently* ◆	DEX		=		+	1	+	
☐	Open Lock	DEX		=		+	1	+	
☐	Perform (act) ◆	CHA		=		+	2	+	
☐	Perform (comedy) ◆	CHA		=		+	2	+	
☐	Perform (dance) ◆	CHA		=		+	2	+	
☐	Perform (keyboard) ◆	CHA		=		+	2	+	
☐	Perform (oratory) ◆	CHA		=		+	2	+	
☐	Perform (percussion) ◆	CHA		=		+	2	+	
☐	Perform (string instrument) ◆	CHA		=		+	2	+	
☐	Perform (wind instrument) ◆	CHA		=		+	2	+	
☐	Perform (sing) ◆	CHA		=		+	2	+	
☐	Perform ( ) ◆	CHA		=		+	2	+	
☑	Profession ( )	WIS		=		+	1	+	
☑	Profession ( )	WIS		=		+	1	+	
☐	*Psicraft*	INT		=		+	0	+	
☐	Ride ◆	DEX		=		+	1	+	
☐	Search ◆	INT		=		+	0	+	
☑	Sense Motive ◆	WIS	13	=	9	+	1	+	3
☐	Sleight of Hand*	DEX		=		+	1	+	
☑	Spellcraft	INT	8	=	5	+	0	+	2
☐	Spot ◆	WIS		=		+	1	+	
☐	Survival ◆	WIS		=		+	1	+	
☐	Swim* ◆	STR		=		+	1	+	
☐	Tumble*	DEX		=		+	1	+	
☐	Use Magic Device	CHA		=		+	2	+	
☐	*Use Psionic Device*	CHA		=		+	2	+	
☐	Use Rope ◆	DEX		=		+	1	+	

Skills in italics are psionics-related.
☑ Mark this box with an X if the skill is a class skill for the character.
◆ Denotes a skill that can be used untrained.
* Armor cleck penalty, if any, applies. (Double penalty for Swim.)

RACIAL TRAITS/CLASS FEATURES

Spontaneous Casting
Deity's Weapon Focus -
Energy Resistance - Fire & Electricity (10)

Spells: See attached spell list

FEATS

Great Fortitude
Lightning Reflexes
Weapon Focus (longsword) [bonus]
Iron Will
Skill Focus (Sense Motive)
Improved Initiative

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common

SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON . . .
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

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