

character name Fighter 1 player Human faction Chaotic good
 class and level Medium race Human 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				HP hit points 12			-2	30 ft
DEX dexterity	14	+2				AC armor class 16 = 10 + ARMOR BONUS +3 + SHIELD BONUS +1 + DEX MODIFIER +2 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER				
CON constitution	14	+2				TOUCH armor class 12	FLAT-FOOTED armor class 14			
INT intelligence	13	+1				INITIATIVE modifier +2 = +2 + DEX MODIFIER + MISC MODIFIER				
WIS wisdom	10	+0								
CHA charisma	8	-1								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4 = +2 + +2 + + + +	+2	+2				
REFLEX (dexterity)	+2 = +0 + +2 + + + +	+0	+2				
WILL (wisdom)	+0 = +0 + +0 + + + +	+0	+0				

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points	4
GRAPPLE modifier	+3 = +1 + +2 + + + +	+1	+2		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Composite longbow	+3	1d8	x3
RANGE	TYPE	NOTES	
110 ft.	P	Add +1 to attack and damage rolls within 30 ft.	

AMMUNITION 40 arrows ooooo ooooo ooooo ooooo ooooo ooooo

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Composite longbow (Rapid Shot)	+1/+1	1d8/1d8	x3
RANGE	TYPE	NOTES	
110 ft.	P	Add +1 to attack and damage rolls within 30 ft.	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Greatclub	+3	1d10+3	20/x2
RANGE	TYPE	NOTES	
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+3	1d4+2	19-20/x2
RANGE	TYPE	NOTES	
10 ft.	P/S		

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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	+1	= +1 + + +
	<input type="checkbox"/> Balance ■	dex*	+0	= +2 + + -2
	<input type="checkbox"/> Bluff ■	cha	-1	= -1 + + +
	<input checked="" type="checkbox"/> Climb ■	str*	+4	= +2 + 4 + -2
	<input type="checkbox"/> Concentration ■	con	+2	= +2 + + +
	<input checked="" type="checkbox"/> Craft ■ ()	int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Craft ■ ()	int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Craft ■ ()	int	+1	= +1 + + +
	<input type="checkbox"/> Decipher Script	int		= + + + +
	<input type="checkbox"/> Diplomacy ■	cha	-1	= -1 + + +
	<input type="checkbox"/> Disable Device	int		= + + + +
	<input type="checkbox"/> Disguise ■	cha	-1	= -1 + + +
	<input type="checkbox"/> Escape Artist ■	dex*	+0	= +2 + + -2
	<input type="checkbox"/> Forgery ■	int	+1	= +1 + + +
	<input type="checkbox"/> Gather Information ■	cha	-1	= -1 + + +
	<input checked="" type="checkbox"/> Handle Animal	cha		= + + + +
	<input type="checkbox"/> Heal ■	wis	+0	= +0 + + +
	<input type="checkbox"/> Hide ■	dex*	+0	= +2 + + -2
	<input checked="" type="checkbox"/> Intimidate ■	cha	-1	= -1 + + +
	<input checked="" type="checkbox"/> Jump ■	str*	+4	= +2 + 4 + -2
	<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*	+0	= +2 + + -2
	<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	+6	= +2 + 4 +
	<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	+0	= +0 + + +
	<input type="checkbox"/> Survival ■	wis	+0	= +0 + + +
	<input checked="" type="checkbox"/> Swim ■	str*	+2	= +2 + 4 + -4
	<input type="checkbox"/> Tumble	dex*		= + + + +
	<input type="checkbox"/> Use Magic Device	cha		= + + + +
	<input type="checkbox"/> Use Rope ■	dex	+2	= +2 + + +
	<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.)

