

character name Paladin 1 player Human faction Silver Flame  
 class and level Medium race Human alignment Lawful Good deity deity  
 size Medium 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
<b>STR</b> strength	16	+3				<b>HP</b> hit points	11		-4	20 ft (base 30 ft.)
<b>DEX</b> dexterity	10	+0				<b>AC</b> armor class	15 = 10 + <b>ARMOR BONUS</b> +5 + <b>SHIELD BONUS</b> +0 + <b>DEX MODIFIER</b> +0 + <b>SIZE MODIFIER</b> + <b>NATURAL ARMOR</b> + <b>DEFLECTION MODIFIER</b> + <b>MISC MODIFIER</b> + <b>DAMAGE REDUCTION</b>			
<b>CON</b> constitution	13	+1				<b>TOUCH</b> armor class	10			
<b>INT</b> intelligence	8	-1				<b>FLAT-FOOTED</b> armor class	15			
<b>WIS</b> wisdom	12	+1				<b>INITIATIVE</b> modifier	+0 = +0 + <b>DEX MODIFIER</b> + <b>MISC MODIFIER</b>			
<b>CHA</b> charisma	12	+1								

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

<b>BASE ATTACK BONUS</b>	+1	<b>SPELL RESISTANCE</b>		<b>AP</b> action points	4
<b>GRAPPLE</b> modifier	+4 = +1 + +3 + + + +	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Bastard sword, one hand	+4	1d10+3	19-20/x2
RANGE	TYPE	NOTES	
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Bastard sword, two hands	+4	1d10+4	19-20/x2
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*	-4	= +0 + + -4
	<input type="checkbox"/> Bluff ■	cha	+1	= +1 + + +
	<input type="checkbox"/> Climb ■	str*	-1	= +3 + + -4
	<input checked="" type="checkbox"/> Concentration ■	con	+1	= +1 + + +
	<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 checked="" type="checkbox"/> Diplomacy ■	cha	+3	= +1 + 2 +
	<input type="checkbox"/> Disable Device	int		= + + +
	<input type="checkbox"/> Disguise ■	cha	+1	= +1 + + +
	<input type="checkbox"/> Escape Artist ■	dex*	-4	= +0 + + -4
	<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	+3	= +1 + 2 +
	<input type="checkbox"/> Hide ■	dex*	-4	= +0 + + -4
	<input type="checkbox"/> Intimidate ■	cha	+1	= +1 + + +
	<input type="checkbox"/> Jump ■	str*	-1	= +3 + + -4
	<input checked="" type="checkbox"/> Knowledge (nobility and royalty)	int		= -1 + + 1
	<input checked="" type="checkbox"/> Knowledge (religion)	int	+2	= -1 + 2 + 1
	<input type="checkbox"/> Knowledge ( )	int		= + + +
	<input type="checkbox"/> Knowledge ( )	int		= + + +
	<input type="checkbox"/> Knowledge ( )	int		= + + +
	<input type="checkbox"/> Listen ■	wis	+1	= +1 + + +
	<input type="checkbox"/> Move Silently ■	dex*	-4	= +0 + + -4
	<input type="checkbox"/> Open Lock	dex		= + + +
	<input type="checkbox"/> Perform ( )	cha		= + + +
	<input type="checkbox"/> Perform ( )	cha		= + + +
	<input type="checkbox"/> Perform ( )	cha		= + + +
	<input checked="" type="checkbox"/> Profession ( )	wis		= + + +
	<input checked="" type="checkbox"/> Profession ( )	wis		= + + +
	<input checked="" type="checkbox"/> Ride ■	dex	+2	= +0 + 2 +
	<input type="checkbox"/> Search ■	int	-1	= -1 + + +
	<input checked="" type="checkbox"/> Sense Motive ■	wis	+1	= +1 + + +
	<input type="checkbox"/> Sleight of Hand	dex*		= + + +
	<input type="checkbox"/> Spellcraft	int		= + + +
	<input type="checkbox"/> Spot ■	wis	+1	= +1 + + +
	<input type="checkbox"/> Survival ■	wis	+1	= +1 + + +
	<input type="checkbox"/> Swim ■	str*	-5	= +3 + + -8
	<input type="checkbox"/> Tumble	dex*		= + + +
	<input type="checkbox"/> Use Magic Device	cha		= + + +
	<input type="checkbox"/> Use Rope ■	dex	+0	= +0 + + +
	<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.)

