

character name \_\_\_\_\_ player \_\_\_\_\_ faction \_\_\_\_\_  
Fighter 1 \_\_\_\_\_  
class and level \_\_\_\_\_ Human \_\_\_\_\_ Chaotic good \_\_\_\_\_  
Medium \_\_\_\_\_ race \_\_\_\_\_ 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
STR strength	14	+2			
DEX dexterity	14	+2			
CON constitution	14	+2			
INT intelligence	13	+1			
WIS wisdom	10	+0			
CHA charisma	8	-1			

HP hit points	TOTAL	12	WOUNDS/CURRENT HP	
AC armor class	TOTAL	16	ARMOR BONUS	+3
TOUCH armor class	TOTAL	12	SHIELD BONUS	+1
INITIATIVE modifier	TOTAL	+2	DEX MODIFIER	+2
			MISC MODIFIER	

NONLETHAL DAMAGE		ARMOR CHECK PENALTY	-2	SPEED	30 ft
		DEX MODIFIER	+2	SIZE MODIFIER	
		NATURAL ARMOR		DEFLECTION MODIFIER	
				MISC MODIFIER	
				DAMAGE REDUCTION	

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

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points	4
GRAPPLE modifier	+3	BASE ATTACK BONUS	+1	STRENGTH MODIFIER	+2
		SIZE MODIFIER		MISC MODIFIER	

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 ○○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

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	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise ■	int	+1	= +1		
	Balance ■	dex*	+0	= +2		-2
	Bluff ■	cha	-1	= -1		
	Climb ■	str*	+4	= +2	4	-2
	Concentration ■	con	+2	= +2		
	Craft ■ (	) int	+1	= +1		
	Craft ■ (	) int	+1	= +1		
	Craft ■ (	) int	+1	= +1		
	Decipher Script	int		=		
	Diplomacy ■	cha	-1	= -1		
	Disable Device	int		=		
	Disguise ■	cha	-1	= -1		
	Escape Artist ■	dex*	+0	= +2		-2
	Forgery ■	int	+1	= +1		
	Gather Information ■	cha	-1	= -1		
	Handle Animal	cha		=		
	Heal ■	wis	+0	= +0		
	Hide ■	dex*	+0	= +2		-2
	Intimidate ■	cha	-1	= -1		
	Jump ■	str*	+4	= +2	4	-2
	Knowledge (	) int		=		
	Knowledge (	) int		=		
	Knowledge (	) int		=		
	Knowledge (	) int		=		
	Knowledge (	) int		=		
	Listen ■	wis	+0	= +0		
	Move Silently ■	dex*	+0	= +2		-2
	Open Lock	dex		=		
	Perform (	) cha		=		
	Perform (	) cha		=		
	Perform (	) cha		=		
	Profession (	) wis		=		
	Profession (	) wis		=		
	Ride ■	dex	+6	= +2	4	
	Search ■	int	+1	= +1		
	Sense Motive ■	wis	+0	= +0		
	Sleight of Hand	dex*		=		
	Spellcraft	int		=		
	Spot ■	wis	+0	= +0		
	Survival ■	wis	+0	= +0		
	Swim ■	str*	+2	= +2	4	-4
	Tumble	dex*		=		
	Use Magic Device	cha		=		
	Use Rope ■	dex	+2	= +2		
				=		
				=		
				=		

■ 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.)

XEN'DRIK EXPEDITIONS
campaign

experience points

GEAR

Table with 4 columns: ARMOR/PROTECTIVE ITEM, TYPE, AC BONUS, MAX DEX. Row 1: Studded Leather, Light, +3, +5. Row 2: CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES. Row 3: -1, 15%, 30 ft., 20 lbs.,

Table with 4 columns: SHIELD/PROTECTIVE ITEM, AC BONUS, WEIGHT, CHECK PENALTY. Row 1: Buckler, +1, 5 lbs, -1. Row 2: SPELL FAILURE, SPECIAL PROPERTIES. Row 3: 5%,

Table with 4 columns: PROTECTIVE ITEM, AC BONUS, WEIGHT, SPECIAL PROPERTIES. Row 1: , , ,

Table with 4 columns: PROTECTIVE ITEM, AC BONUS, WEIGHT, SPECIAL PROPERTIES. Row 1: , , ,

BASIC POSSESSIONS

Table with 6 columns: ITEM, PG., WT., ITEM, PG., WT. Rows include Backpack, Sunrods (2), Tindertwigs (2), Acid, Flask, Greatclub, Composite longbow, Arrows (40), Dagger, Studded leather, Buckler, \*bonus equipment, BASIC POSSESSIONS GP VALUE (240), BASIC WT. (53 lbs), + MAGIC WT. (.), = TOTAL WEIGHT CARRIED (53 lbs).

Table with 6 columns: 58, 59-116, 117-175, 175, 350, 875. Labels: LIGHT LOAD, MEDIUM LOAD, HEAVY LOAD, LIFT OVER HEAD (EQUALS MAX LOAD), LIFT OFF GROUND (2 X MAX LOAD), PUSH OR DRAG (5 X MAX LOAD).

MONEY

Table with 1 column: cp —, sp — 0, gp — 0, pp —.

FEATS

Table with 1 column: Point Blank Shot (PG.), Precise Shot, Rapid Shot^b, (b) = bonus feat.

SPECIAL ABILITIES

Table with 1 column: PG.,

MINIATURE UNLOCK

Bonus for using listed D&D Miniature. Archery Heirloom. Miniature: Steelheart Archer (WAR DRUMS 22/60). As an unlock, the PC gains a mighty [+1] composite longbow instead of a normal composite longbow. The value of this heirloom may be deducted from future bow upgrades.

LANGUAGES

Table with 1 column: Initial languages = Common + racial languages + one per point of Int bonus. Common, Orc.

TYPICAL SPELLS

Table with 1 column: Domains: , 0:, 1st:, 2nd:, 3rd:, 4th:, 5th:, 6th:, 7th:, 8th:, 9th:.

SPELL SAVE (DC MOD). ARCANESPELL FAILURE (20 %). conditional modifiers.

Table with 5 columns: SPELLS KNOWN, SPELL SAVE DC, LEVEL, SPELLS PER DAY, BONUS SPELLS. Rows for levels 0 to 9TH.