Character Sheet

Suitable for characters of any race or class (including multiclass characters)

Dungeons & Dragons®

Character name	Player name
Xor'valat of the Demon Wastes	

Class and level	ECL	Race/template	Size	Gender
Ranger 5 / Impure Prince 2	7	Daelkyr Half Blood	M	M

Alignment	Religion/patron deity	Height	Weight	Looks
N		5'7"	190 lbs	

Ability Scores

	Total	= Base score + racial mod.	+ Enhancement bonuses	+ Misc. bonuses	− Misc. penalties	Modifier
STR (Strength)	14	14				+2
DEX (Dexterity)	17	15	2			+3
CON (Constitution)	14	14				+2
INT (Intelligence)	10	10				0
WIS (Wisdom)	13	13				+1
CHA (Charisma)	8	8				-1

Combat Options

Base attack bonus +7

Weapon	Attack bonus	Damage	Critical	Range increment	Type	Notes/ammunition
+1 Comp Longbow [+2]	+14/+9	1d8+3	x3	110'	P	+1 electrical damage
Longsword	+9/+4	1d8+2	19-20		S	
Dagger	+9/+4	1d4+2	19-20	10	PS	
Storm stalk	+10 ranged touch	1d6		30' max	electrical	-2 Dex to target for 1 minute

Hit Points

61

Speed 30' **Initiative modifier** +2

Grapple modifier 9 = 7 (base attack bonus) + +2 (strength modifer) + ____ (size modifier) + ____ (misc. modifier)

Action points

Action roll

Saving Throws

	Total	= Base save	+ Ability modifier	+ Magic modifier	+ Misc. modifier	+ Temporary modifier
Fortitude (Constitution)	9	4	+2	2	1	
Reflex (Dexterity)	9	4	+3	2		
Will (Wisdom)	7	4	+1	2		

Conditional modifiers
+4 Will vs. Symbiont

Armor Class

AC 18 = 10 + 5 (armor bonus) + ____ (shield bonus) + +3 (dex modifier) + ____ (size modifier) + ____ (natural armor) + ____ (deflection modifier) + ____ (miscellaneous modifiers)

Touch AC 13 **Flat-footed AC** 15

Armor worn	Max dex	Armor check penalty	Weight
+1 Chain Shirt	+4	-2	

Shield carried	Max dex	Armor check penalty	Weight
Heavy Steel Shield (not normally worn)		-2	

Special Defenses

Miniature Unlock - Aberrant Foe (Medusa Archer, Night Below #37): Xor'valat can spend 3 APs at the beginning of a full attack. His next single successful ranged attack against an aberration that round is a threat.

EXPERIENCE POINTS

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
Breed Leech Symbiont		
Storm Stalk Symbiont		
Bedroll		
Tindertwig		
Flask of Oil (x2)		
Flask of Acid (x2)		
Continual Flame Torch		
Explorer's Outfit		
50' Silk Rope		
Backpack		
Wand of Cure Light Wounds (10 charges)		
Crystal of Energy Assault (affixed to bow)		
Heavy Steel Shield		
20 Normal Arrows		
20 Silver Arrows		
20 Cold Iron Arrows		
5 Byesk Arrows		

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

EYES (EYE LENSES OR GOGGLES)

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

Cloak of Resistance +2

SHOULDERS (CLOAK, CAPE, OR MANTLE)

RING #1

RING #2

Gloves of Dexterity +2

HANDS (GLOVES OR GAUNTLETS)

Lesser Bracers of Archery

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

CARRYING CAPACITY

LIGHT LOAD:_____

MEDIUM LOAD:_____

HEAVY LOAD:_____

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
3 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	1d20 + CHA MODIFIER	2d6 + CLERIC LEVEL + CHA MODIFIER

SPELLS

SPELL SAVE +1 DC MOD

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS
		0					5th		
	12	1st	0	1			6th		
		2nd					7th		
		3rd					8th		
		4th					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 Zaal CREATURE TYPE Wolf

STR	DEX	CON	INT	WIS	CHA
13	15	15	2	12	6

INITIATIVE +2

SPEED 50'

HIT POINTS 13

AC 14 (TOTAL) = 10 + 2 (DEX MODIFIER) + _____ (SIZE MODIFIER) + 2 (NATURAL ARMOR) + _____ (MISC. MODIFIERS)

TOUCH AC 12 **FLAT-FOOTED AC** 12

SAVING THROWS

FORTITUDE (CON) 5

REFLEX (DEX) 5

WILL (WIS) 1

ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
Bite	+3	1d6+1+Trip	

GRAPPLE MODIFIER +2

PERSONALITY _____

SKILLS

Hide	2
Listen	3
Move Silently	3
Spot	3
Survival	1

FEATS

Track

Weapon Focus (Bite)

SPECIAL ABILITIES

Trip (+1)

Low-light Vision

Scent (+4 track by scent)

Link

Share Spells

TRICKS

Attack (x2)

Defend

Down

Protect

Stay

Track

CAMPAIGN _____

SKILLS

CS?	SKILL NAME	KEY ABILITY	SKILL MODIFER		RANKS		ABILITY MODIFER		MISC. MODIFER
☐	Appraise ◆	INT		=		+	0	+	
☐	*Autohypnosis*	WIS		=		+	+1	+	
☐	Balance* ◆	DEX		=		+	+3	+	
☑	Bluff ◆	CHA		=		+	-1	+	
☑	Climb* ◆	STR		=		+	+2	+	
☑	Concentration ◆	CON		=		+	+2	+	
☑	Craft (_____) ◆	INT		=		+	0	+	
☑	Craft (_____) ◆	INT		=		+	0	+	
☑	Craft (_____) ◆	INT		=		+	0	+	
☐	Decipher Script	INT		=		+	0	+	
☐	Diplomacy ◆	CHA		=		+	-1	+	
☐	Disable Device	INT		=		+	0	+	
☑	Disguise ◆	CHA		=		+	-1	+	
☐	Escape Artist* ◆	DEX		=		+	+3	+	
☐	Forgery ◆	INT		=		+	0	+	
☑	Gather Information ◆	CHA	3	=	4	+	-1	+	
☑	Handle Animal	CHA	1	=	2	+	-1	+	
☑	Heal ◆	WIS		=		+	+1	+	
☑	Hide* ◆	DEX		=		+	+3	+	
☐	Intimidate ◆	CHA		=		+	-1	+	
☑	Jump* ◆	STR		=		+	+2	+	
☐	Knowledge (arcana)	INT		=		+	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	2	=	1	+	0	+	
☐	*Knowledge (psionics)*	INT		=		+	0	+	
☐	Knowledge (religion)	INT		=		+	0	+	
☐	Knowledge (_____)	INT		=		+	0	+	
☑	Listen ◆	WIS	11	=	10	+	+1	+	
☑	Move Silently* ◆	DEX		=		+	+3	+	
☐	Open Lock	DEX		=		+	+3	+	
☐	Perform (act) ◆	CHA		=		+	-1	+	
☐	Perform (comedy) ◆	CHA		=		+	-1	+	
☐	Perform (dance) ◆	CHA		=		+	-1	+	
☐	Perform (keyboard) ◆	CHA		=		+	-1	+	
☐	Perform (oratory) ◆	CHA		=		+	-1	+	
☐	Perform (percussion) ◆	CHA		=		+	-1	+	
☐	Perform (string instrument) ◆	CHA		=		+	-1	+	
☐	Perform (wind instrument) ◆	CHA		=		+	-1	+	
☐	Perform (sing) ◆	CHA		=		+	-1	+	
☐	Perform (_____) ◆	CHA		=		+	-1	+	
☑	Profession (_____)	WIS		=		+	+1	+	
☑	Profession (_____)	WIS		=		+	+1	+	
☐	*Psicraft*	INT		=		+	0	+	
☑	Ride ◆	DEX		=		+	+3	+	
☑	Search ◆	INT	4	=	4	+	0	+	
☑	Sense Motive ◆	WIS	4	=	3	+	+1	+	
☐	Sleight of Hand*	DEX		=		+	+3	+	
☐	Spellcraft	INT		=		+	0	+	
☑	Spot ◆	WIS	11	=	10	+	+1	+	
☑	Survival ◆	WIS	9	=	8	+	+1	+	
☑	Swim* ◆	STR		=		+	+2	+	
☐	Tumble*	DEX		=		+	+3	+	
☐	Use Magic Device	CHA		=		+	-1	+	
☐	*Use Psionic Device*	CHA		=		+	-1	+	
☑	Use Rope ◆	DEX		=		+	+3	+	

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

Symbiont Dpendency
Unbalanced Mind (DC 12)
Wild Empathy (+6)
Favored Enemy (Aberrations) +6
Favored Enemy (Magical Beasts) +2

FEATS

Endurance
Point Blank Shot
Precise Shot
Rapid Shot
Weapon Focus (Composite Longbow)

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common
Daelkyr

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

©2005 Wizards of the Coast, Inc. Dungeons & Dragons and its logo are trademarks of Wizards of the Coast, Inc. in the USA and other countries. Permission granted to photocopy for personal use only.