

character name Wizard (diviner) 1 player Human Neutral deity
 class and level Medium race Human alignment Neutral 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
STR strength	8	-1				HP hit points: 6			0	30 ft
DEX dexterity	14	+2				AC armor class: 12	= 10 + ARMOR BONUS (+0) + SHIELD BONUS (+0) + DEX MODIFIER (+2) + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER + DAMAGE REDUCTION			
CON constitution	14	+2				TOUCH armor class: 12	FLAT-FOOTED armor class: 10			
INT intelligence	16	+3				INITIATIVE modifier: +2	= +2 + DEX MODIFIER (+2) + MISC MODIFIER			
WIS wisdom	10	+0								
CHA charisma	10	+0								

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

BASE ATTACK BONUS	+0	SPELL RESISTANCE		AP action points	4
GRAPPLE modifier	-1	STRENGTH MODIFIER	-1	SIZE MODIFIER	
TOTAL		BASE ATTACK BONUS		MISC MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Crossbow, light	+2	1d8	19-20/x2
RANGE	TYPE	NOTES	
80 ft.	P		

AMMUNITION 20 bolts ○○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	-1	1d6-1	x2
RANGE	TYPE	NOTES	
-	B		

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	-5/-9	1d6-1/1d6-1	x2
RANGE	TYPE	NOTES	
-	B	Used as double weapon	

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RANGE	TYPE	NOTES	

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CLASS SKILL	SKILLS		MAX RANKS (CLASS/CROSS-CLASS)	
	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS
<input type="checkbox"/>	Appraise	int	+3	= +3 + + +
<input type="checkbox"/>	Balance	dex*	+2	= +2 + + +
<input type="checkbox"/>	Bluff	cha	+0	= +0 + + +
<input type="checkbox"/>	Climb	str*	-1	= -1 + + +
<input checked="" type="checkbox"/>	Concentration	con	+6	= +2 + 4 +
<input checked="" type="checkbox"/>	Craft (alchemy)	int	+6	= +3 + 3 +
<input checked="" type="checkbox"/>	Craft ()) int	+3	= +3 + + +
<input checked="" type="checkbox"/>	Craft ()) int	+3	= +3 + + +
<input checked="" type="checkbox"/>	Decipher Script	int		= + + +
<input type="checkbox"/>	Diplomacy	cha	+0	= +0 + + +
<input type="checkbox"/>	Disable Device	int		= + + +
<input type="checkbox"/>	Disguise	cha	+0	= +0 + + +
<input type="checkbox"/>	Escape Artist	cha	+1	= +2 + + +
<input type="checkbox"/>	Forgery	dex*	+2	= +3 + + +
<input type="checkbox"/>	Gather Information	int	+0	= +0 + + +
<input type="checkbox"/>	Handle Animal	cha		= + + +
<input type="checkbox"/>	Heal	wis	+0	= 0 + + +
<input type="checkbox"/>	Hide	dex*	+1	= +2 + + +
<input type="checkbox"/>	Intimidate	cha	+0	= +0 + + +
<input type="checkbox"/>	Jump	str*	-1	= -1 + + +
<input checked="" type="checkbox"/>	Knowledge (arcane)	int	+10	= +3 + 4 + +3
<input checked="" type="checkbox"/>	Knowledge (arch. and Engineering)	int	+4	= +3 + 1 +
<input checked="" type="checkbox"/>	Knowledge (dungeoneering)	int	+4	= +3 + 1 +
<input checked="" type="checkbox"/>	Knowledge (history)	int	+4	= +3 + 1 +
<input checked="" type="checkbox"/>	Knowledge (local-Stormreach)	int	+4	= +3 + 1 +
<input checked="" type="checkbox"/>	Knowledge (the planes)	int	+7	= +3 + 4 +
<input type="checkbox"/>	Listen	wis	+0	= +0 + + +
<input type="checkbox"/>	Move Silently	dex*	+2	= +2 + + +
<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 type="checkbox"/>	Ride	dex	+2	= +2 + + +
<input type="checkbox"/>	Search	int	+3	= +3 + + +
<input type="checkbox"/>	Sense Motive	wis	+0	= +0 + + +
<input type="checkbox"/>	Sleight of Hand	dex*	+2	= +2 + + +
<input checked="" type="checkbox"/>	Spellcraft	int	+7	= +3 + 4 +
<input type="checkbox"/>	Spot	wis	+0	= +0 + + +
<input type="checkbox"/>	Survival	wis	+0	= +0 + + +
<input type="checkbox"/>	Swim	str*	-1	= -1 + + +
<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"/>				= + + +

■ 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.)

