

character name Cleric 1
 class and level Medium
 size age gender height

player faction
 race Elf (High) alignment Neutral Good
 Sovereign Host deity



XEN'DRIK EXPEDITIONS
 Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST
STR strength	12	+1			
DEX dexterity	16	+3			
CON constitution	11	+0			
INT intelligence	10	+0			
WIS wisdom	14	+2			
CHA charisma	10	+0			

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	ARMOR CHECK PENALTY	SPEED
HP hit points: 8			-2	30 ft
AC armor class: 17	= 10 + ARMOR BONUS (+4) + SHIELD BONUS (+0) + DEX MODIFIER (+3) + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER			
TOUCH armor class: 13	FLAT-FOOTED armor class: 14			
INITIATIVE modifier: +3	= +3 + DEX MODIFIER + MISC MODIFIER			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	+2	+0				Immune to <i>sleep</i> spells and effects
REFLEX (dexterity)	+3	+0	+3				+2 against enchantment spells and effects.
WILL (wisdom)	+4	+2	+2				

BASE ATTACK BONUS	SPELL RESISTANCE	AP
+0		3
GRAPPLE modifier: +1	= +0 + STRENGTH MODIFIER (+1) + SIZE MODIFIER + MISC MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+4	1d6	20/x3
RANGE	TYPE	NOTES	
60ft	P		

AMMUNITION 20 masterwork arrows ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longsword	+1	1d8+1	19-20/x2
RANGE	TYPE	NOTES	
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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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	+0	= +0 + _____ + _____
	<input type="checkbox"/> Balance ■	dex*	+1	= +3 + _____ + -2
	<input type="checkbox"/> Bluff ■	cha	+0	= +0 + _____ + _____
	<input type="checkbox"/> Climb ■	str*	-1	= +1 + _____ + -2
	<input checked="" type="checkbox"/> Concentration ■	con	+4	= +0 + 4 + _____
	<input checked="" type="checkbox"/> Craft ■ ()	int	+0	= +0 + _____ + _____
	<input checked="" type="checkbox"/> Craft ■ ()	int	+0	= +0 + _____ + _____
	<input checked="" type="checkbox"/> Craft ■ ()	int	+0	= +0 + _____ + _____
	<input type="checkbox"/> Decipher Script	int		= _____ + _____ + _____
	<input checked="" 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	= +3 + _____ + -2
	<input type="checkbox"/> Forgery ■	dex*	+0	= +0 + _____ + _____
	<input type="checkbox"/> Gather Information ■	int	+0	= +0 + _____ + _____
	<input type="checkbox"/> Handle Animal	cha		= _____ + _____ + _____
	<input checked="" type="checkbox"/> Heal ■	cha		= _____ + _____ + _____
	<input type="checkbox"/> Hide ■	wis	+2	= +2 + _____ + _____
	<input type="checkbox"/> Intimidate ■	dex*	+1	= +3 + _____ + -2
	<input type="checkbox"/> Jump ■	cha	+0	= +0 + _____ + _____
	<input type="checkbox"/> Knowledge (arcana) ()	int		= _____ + _____ + _____
	<input type="checkbox"/> Knowledge (history) ()	int		= _____ + _____ + _____
	<input type="checkbox"/> Knowledge (religion) ()	int		= _____ + _____ + _____
	<input type="checkbox"/> Knowledge (the planes) ()	int		= _____ + _____ + _____
	<input type="checkbox"/> Knowledge () ()	int		= _____ + _____ + _____
	<input type="checkbox"/> Listen ■	wis	+2	= +2 + _____ + _____
	<input type="checkbox"/> Move Silently ■	dex*	+1	= +3 + _____ + -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	+3	= +3 + _____ + _____
	<input type="checkbox"/> Search ■	dex	+0	= +0 + _____ + _____
	<input type="checkbox"/> Sense Motive ■	int	+0	= +0 + _____ + _____
	<input type="checkbox"/> Sleight of Hand	wis	+2	= +2 + _____ + _____
	<input checked="" type="checkbox"/> Spellcraft	dex*		= _____ + _____ + _____
	<input type="checkbox"/> Spot ■	int	+2	= +2 + _____ + _____
	<input type="checkbox"/> Survival ■	wis	+6	= +2 + 4 + _____
	<input type="checkbox"/> Swim ■	wis	-3	= +1 + _____ + -4
	<input type="checkbox"/> Tumble	str*		= _____ + _____ + _____
	<input type="checkbox"/> Use Magic Device	dex*		= _____ + _____ + _____
	<input type="checkbox"/> Use Rope ■	cha		= _____ + _____ + _____
		dex	+3	= +3 + _____ + _____
				= _____ + _____ + _____
				= _____ + _____ + _____
				= _____ + _____ + _____

■ 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.)

