

character name Barbarian 1 player Half-orc faction Chaotic Neutral  
class and level Medium race Half-orc alignment Chaotic Neutral 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	18	+4				<b>HP</b> hit points 15			-2	40 ft
<b>DEX</b> dexterity	11	+0				<b>AC</b> armor class 14	10 + +4 + +0 + +0 + +0 + +0 + +0			
<b>CON</b> constitution	16	+3				<b>TOUCH</b> armor class 10	<b>FLAT-FOOTED</b> armor class 14			
<b>INT</b> intelligence	6	-2				<b>INITIATIVE</b> modifier +0				
<b>WIS</b> wisdom	10	+0								
<b>CHA</b> charisma	6	-2								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+2	+3				
<b>REFLEX</b> (dexterity)	+0	+0	+0				
<b>WILL</b> (wisdom)	+0	+0	+0				

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+1		4

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
+5		+1	+4		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Greataxe		+5	1d12+6	x3
RANGE	TYPE	NOTES		
-	S			

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Javelin		+1	1d6+1	x2
RANGE	TYPE	NOTES		
30 ft.	P			

AMMUNITION 10 javelins \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Greatclub		+5	1d10+6	x2
RANGE	TYPE	NOTES		
-	B			

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Dagger		+5	1d4+4	19-20/x2
RANGE	TYPE	NOTES		
10 ft.	P/S	Attack bonus is only +1 when thrown		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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CLASS SKILL	SKILLS				MAX RANKS (CLASS/CROSS-CLASS)	4 / 2
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

<input type="checkbox"/> Appraise ■	int	-2			
<input type="checkbox"/> Balance ■	dex*	-2			
<input type="checkbox"/> Bluff ■	cha	-2			
<input checked="" type="checkbox"/> Climb ■	str*	+2			
<input type="checkbox"/> Concentration ■	con	+3			
<input checked="" type="checkbox"/> Craft ■ (	) int	-2			
<input checked="" type="checkbox"/> Craft ■ (	) int	-2			
<input checked="" type="checkbox"/> Craft ■ (	) int	-2			
<input type="checkbox"/> Decipher Script	int				
<input type="checkbox"/> Diplomacy ■	cha	-2			
<input type="checkbox"/> Disable Device	int				
<input type="checkbox"/> Disguise ■	cha	-2			
<input type="checkbox"/> Escape Artist ■	dex*	-2			
<input type="checkbox"/> Forgery ■	int	-2			
<input type="checkbox"/> Gather Information ■	cha	-2			
<input checked="" type="checkbox"/> Handle Animal	cha				
<input type="checkbox"/> Heal ■	wis	+0			
<input type="checkbox"/> Hide ■	dex*	-2			
<input checked="" type="checkbox"/> Intimidate ■	cha	+2			
<input checked="" type="checkbox"/> Jump ■	str*	+2			
<input type="checkbox"/> Knowledge (	) int				
<input type="checkbox"/> Knowledge (	) int				
<input type="checkbox"/> Knowledge (	) int				
<input type="checkbox"/> Knowledge (	) int				
<input type="checkbox"/> Knowledge (	) int				
<input checked="" type="checkbox"/> Listen ■	wis	+4			
<input type="checkbox"/> Move Silently ■	dex*	-2			
<input type="checkbox"/> Open Lock	dex				
<input type="checkbox"/> Perform (	) cha				
<input type="checkbox"/> Perform (	) cha				
<input type="checkbox"/> Perform (	) cha				
<input type="checkbox"/> Profession (	) wis				
<input type="checkbox"/> Profession (	) wis				
<input checked="" type="checkbox"/> Ride ■	dex	+0			
<input type="checkbox"/> Search ■	int	-2			
<input type="checkbox"/> Sense Motive ■	wis	+0			
<input type="checkbox"/> Sleight of Hand	dex*				
<input type="checkbox"/> Spellcraft	int				
<input type="checkbox"/> Spot ■	wis	+0			
<input checked="" type="checkbox"/> Survival ■	wis	+0			
<input checked="" type="checkbox"/> Swim ■	str*	+0			
<input type="checkbox"/> Tumble	dex*				
<input type="checkbox"/> Use Magic Device	cha				
<input type="checkbox"/> Use Rope ■	dex	+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.)

campaign

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## GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Chain shirt		Light	+4	+4
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-2	20%	40 ft	25 lbs	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

ITEM			PG.	WT.	ITEM			PG.	WT.
Backpack				2 lbs	Peasan't outfit				2 lbs
Rope, hemp (50 ft.)				10 lbs					
Rations, trail (5 days)				5 lbs					
Waterskin				4 lbs					
Crowbar				5 lbs					
Grapping hook				4 lbs					
Greataxe				12 lbs					
Javelin (10)				20 lbs					
Greatclub				8 lbs					
Dagger				1 lbs.					
Chain shirt				25 lbs					
*bonus equipment					BASIC POSSESSIONS GP VALUE			156.6	
BASIC WT.	98	+ MACI	WT.	0.	= TOTAL WEIGHT CARRIED			98 lbs	

100	101-200	201-300	300	600	1500
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LEFT OVER HEAD EQUALS MAX LOAD	LEFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

cp —  
sp — 4  
gp — 3  
pp —

Power Attack	PG.
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[illegible]

## PG.

60' darkvision

Orc blood

Fast movement

Illiteracy

Rage 1/day

Berserker Strength : +4 Str; +2 saves;  
DR 2/-; -2 AC; when below 6 hp  
lose ability to rage..

Bonus for using listed D&D Miniature

**Miniature:** Howling Orc  
(WAR DRUMS 52/60)  
With this unlock, you slip into your Berserker Strength whenever you drop below 6 hp.

Initial languages = Common + racial  
languages + one per point of Int bonus

Common

Orc

Domains: :

\_\_\_\_\_

1st: \_\_\_\_\_

\_\_\_\_\_

2nd: \_\_\_\_\_

\_\_\_\_\_

3rd: \_\_\_\_\_

\_\_\_\_\_

4th: \_\_\_\_\_

\_\_\_\_\_

5th: \_\_\_\_\_

\_\_\_\_\_

6th: \_\_\_\_\_

\_\_\_\_\_

7th: \_\_\_\_\_

\_\_\_\_\_

8th: \_\_\_\_\_

\_\_\_\_\_

9th: \_\_\_\_\_

DC MOD

## 20 | %

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>