

character name _____ of House Tharashk _____ Blackwheel Company
Ranger 1 _____ player _____ faction _____
class and level _____ Human _____ alignment _____ deity _____
Medium _____
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	13	+1			
DEX dexterity	16	+3			
CON constitution	12	+1			
INT intelligence	10	+0			
WIS wisdom	12	+1			
CHA charisma	8	-1			

	TOTAL	WOUNDS/CURRENT HP		NONLETHAL DAMAGE			ARMOR CHECK PENALTY	SPEED								
HP hit points	9						-1	30 ft								
AC armor class	16	= 10 +	+3	+	+0	+	+3	+		+		+		+		
	TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	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)	+3	= +2	+1				
REFLEX (dexterity)	+5	= +2	+3				
WILL (wisdom)	+1	= +0	+1				

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points	3
GRAPPLE modifier	+2	TOTAL = $\begin{matrix} \text{BASE ATTACK BONUS} \\ +1 \end{matrix}$ + $\begin{matrix} \text{STRENGTH MODIFIER} \\ +1 \end{matrix}$ + $\begin{matrix} \text{SIZE MODIFIER} \end{matrix}$ + $\begin{matrix} \text{MISC MODIFIER} \end{matrix}$			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longbow, mighty composi (+1)	+4	1d8+1	x3
RANGE	TYPE	NOTES	
110 ft.	P	+1to attack and damage within 30 ft.	

AMMUNITION Arrows (20) ooooo ooooo ooooo ooooo ooooo ooooo

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Glaive	+2	1d10+1	x2
RANGE	TYPE	NOTES	
	S	Reach Weapon	

AMMUNITION ooooo ooooo ooooo ooooo ooooo ooooo

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Mace, light	+2	1d6+1	x2
RANGE	TYPE	NOTES	
-	B		

AMMUNITION ooooo ooooo ooooo ooooo ooooo ooooo

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION ooooo ooooo ooooo ooooo ooooo ooooo

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION ooooo ooooo ooooo ooooo ooooo ooooo

CLASS SKILL	SKILLS				MAX RANKS (CLASS/CROSS-CLASS)	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	<input type="checkbox"/> Appraise ■	int	+0	= +0	+	+
	<input type="checkbox"/> Balance ■	dex*	+2	= +3	+	-1
	<input type="checkbox"/> Bluff ■	cha	-1	= -1	+	+
	<input checked="" type="checkbox"/> Climb ■	str*	+0	= +1	+	-1
	<input checked="" type="checkbox"/> Concentration ■	con	+1	= +1	+	+
	<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 type="checkbox"/> Diplomacy ■	cha	-1	= -1	+	+
	<input type="checkbox"/> Disable Device	int		= +	+	+
	<input type="checkbox"/> Disguise ■	cha	-1	= -1	+	+
	<input type="checkbox"/> Escape Artist ■	dex*	+2	= +3	+	-1
	<input type="checkbox"/> Forgery ■	int	+0	= +0	+	+
	<input type="checkbox"/> Gather Information ■	cha	-1	= -1	+	+
	<input type="checkbox"/> Handle Animal	cha		= +	+	+
	<input checked="" type="checkbox"/> Heal ■	wis	+3	= +1	2	+
	<input checked="" type="checkbox"/> Hide ■	dex*	+2	= +3	+	-1
	<input type="checkbox"/> Intimidate ■	cha	-1	= -1	+	+
	<input checked="" type="checkbox"/> Jump ■	str*	+0	= +1	+	-1
	<input checked="" type="checkbox"/> Knowledge (dungeoneering)	int	+3	= +0	3	+
	<input checked="" type="checkbox"/> Knowledge (geography)) int		= +	+	+
	<input checked="" type="checkbox"/> Knowledge (nature)) int	+4	= +0	4	+
	<input type="checkbox"/> Knowledge () int		= +	+	+
	<input type="checkbox"/> Knowledge () int		= +	+	+
	<input checked="" type="checkbox"/> Listen ■	wis	+5	= +1	4	+
	<input checked="" type="checkbox"/> Move Silently ■	dex*	+2	= +3	+	-1
	<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 checked="" type="checkbox"/> Ride ■	dex	+4	= +3	1	+
	<input checked="" type="checkbox"/> Search ■	int	+6	= +0	4	+2
	<input type="checkbox"/> Sense Motive ■	wis	+1	= +1	+	+
	<input type="checkbox"/> Sleight of Hand	dex*		= +	+	+
	<input type="checkbox"/> Spellcraft	int		= +	+	+
	<input checked="" type="checkbox"/> Spot ■	wis	+5	= +1	4	+
	<input checked="" type="checkbox"/> Survival ■	wis	+5	= +1	4	+
	<input checked="" type="checkbox"/> Swim ■	str*	-1	= +1	+	-2
	<input type="checkbox"/> Tumble	dex*	+3	= +3	1	-1
	<input type="checkbox"/> Use Magic Device	cha		= +	+	+
	<input checked="" type="checkbox"/> Use Rope ■	dex	+3	= +3	+	+
	<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

--

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Studded leather		light	+3	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	5%	30 ft.	20	

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

[illegible]

*bonus equipment

BASIC POSSESSIONS GP VALUE

268

BASIC WT.	47.5	+ MAGIC WT.	.	= TOTAL WEIGHT CARRIED	47.5
-----------	------	-------------	---	------------------------	------

50	51-100	101-150	150	300	750
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

cp —
sp —
gp — 22
pp —

Point Blank Shot PG.

Point Blank Shot

Mark of Finding: Least mark^bTrack^b

PG

Favored enemy (magical beasts)

Track

Wild Empathy

Mark of Finding:

Bonus for using listed D&D Miniature



Miniature: Greycloak

Ranger

(ARCHFIENDS 16/60)

This character may s

This character may substitute *know direction* in place of *locate object* when using the Mark of Finding.

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

Common

Domains: :

O: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

DC MOD

5 %

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"/>