

character name _____ player _____ **Crimson Codex** faction _____
Wizard (diviner) 1 class and level _____ Human race _____ Neutral alignment _____ deity _____
Medium size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

EBERRON

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 +	+0	+0					
CON constitution	14	+2				TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
INT intelligence	16	+3				TOUCH armor class 12	FLAT-FOOTED armor class 10							
WIS wisdom	10	+0				INITIATIVE modifier +2	+2							
CHA charisma	10	+0				TOTAL	DEX MODIFIER	MISC MODIFIER						

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				
GRAPPLE modifier	-1	=	+0	-1				4
TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER		CURRENT

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

AMMUNITION 20 bolts ooooo ooooo ooooo ooooo ooooo ooooo

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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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	<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 ■	dex*	+1	= +2		
	<input type="checkbox"/> Forgery ■	int	+2	= +3		
	<input type="checkbox"/> Gather Information ■	cha	+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.)

XEN'DRIK EXPEDITIONS
campaign

experience points

GEAR

Table with 4 columns: ARMOR/PROTECTIVE ITEM, TYPE, AC BONUS, MAX DEX. Includes sub-headers for CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

Table with 4 columns: SHIELD/PROTECTIVE ITEM, AC BONUS, WEIGHT, CHECK PENALTY. Includes sub-headers for SPELL FAILURE, SPECIAL PROPERTIES.

Table with 4 columns: PROTECTIVE ITEM, AC BONUS, WEIGHT, SPECIAL PROPERTIES.

Table with 4 columns: PROTECTIVE ITEM, AC BONUS, WEIGHT, SPECIAL PROPERTIES.

BASIC POSSESSIONS

Table with 6 columns: ITEM, PG., WT., ITEM, PG., WT. Lists items like Backpack, Belt Pouch, Spell component pouch, Spellbook, Arcane scroll of ray of frost, Crimson glyph book, Quarterstaff, Crossbow, light, Bolts (20).

Table for weight calculations: BASIC WT. (25), + MAGIC WT. (.), = TOTAL WEIGHT CARRIED (25). Includes load categories: LIGHT LOAD (26), MEDIUM LOAD (27-53), HEAVY LOAD (54-80), LIFT OVER HEAD (80), LIFT OFF GROUND (160), PUSH OR DRAG (400).

MONEY

cp —
sp — 5
gp — 43
pp —

FEATS

PG.
Combat Casting
Skill Focus: Knowledge (arcana)
Scribe Scroll b

(b) = bonus feat

SPECIAL ABILITIES

PG.
Diviner (1 extra divination spell/level)

MINIATURE UNLOCK
Bonus for using listed D&D Miniature

Rich Patron
Miniature: Bonded Fire Summoner (WAR OF THE DRAGON QUEEN 10/60)
Your PC begins the session with one 100 gp pearl which can be used as cash on hand or as the component for an identify spell.

LANGUAGES

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

TYPICAL SPELLS

Specialty School: Divination (Prepare one additional spell from your specialty school per spell level each day; also gain a + 2 bonus on Spellcraft checks to learn the spells of your chosen school.) Prohibited school: Necromancy.

Resistance; acid splash; detect poison; detect magic; read magic; dazzle; dancing lights; flare; light; ray of frost; ghost sound; mage hand; mending; message; open/close; arcane mark prestidigitaton
Charm person; comprehend languages; feather fall; identify; mage armor; magic missile; magic weapon; repair light damage; silent image; true strike;

2nd:
3rd:
4th:
5th:
6th:
7th:
8th:
9th:

SPELL SAVE

+3

DC MOD

ARCANE SPELL FAILURE

0

%

conditional modifiers

Table with 5 columns: SPELLS KNOWN, SPELL SAVE DC, LEVEL, SPELLS PER DAY, BONUS SPELLS. Rows for levels 0 to 9th.