

character name _____ player _____ Blackwheel Company
 Scout 1 _____ faction _____
 class and level _____ Shifters _____
 Medium _____ alignment _____ deity _____
 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	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	ARMOR CHECK PENALTY	SPEED
STR strength	11	+0				HP hit points 10				30 ft (40 ft. shifted)
DEX dexterity	16	+3				AC armor class 16 = 10 + +3 + +0				
CON constitution	14	+2								
INT intelligence	12	+1				TOUCH armor class 13	FLAT-FOOTED armor class 13			
WIS wisdom	12	+1				INITIATIVE modifier +7 = +3 + +4				
CHA charisma	6	-2								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	+0	+2				
REFLEX (dexterity)	+5	+2	+3				
WILL (wisdom)	+1	+0	+1				

BASE ATTACK BONUS	+0	SPELL RESISTANCE		AP action points	3
GRAPPLE modifier	+0	BASE ATTACK BONUS	+0	STRENGTH MODIFIER	+0
		SIZE MODIFIER		MISC. MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+3 (+4 shifted)	1d6	x3
RANGE	TYPE	NOTES	
60 ft.	P		

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortsword	+0	1d6	19-20/x3
RANGE	TYPE	NOTES	
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Mace, Light	+0	1d6	x2
RANGE	TYPE	NOTES	
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

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
					MAX RANKS (CLASS/CROSS-CLASS) 4 / 2	

- Appraise ■ int +1 = +1 + + +
- Balance ■ dex* +5 = +3 + + +2
- Bluff ■ cha -2 = -2 + + +
- Climb ■ str* +2 = +0 + + +2
- Concentration ■ con +2 = +2 + + +
- Craft ■ () int +1 = +1 + + +
- Craft ■ () int +1 = +1 + + +
- Craft ■ () int +1 = +1 + + +
- Decipher Script int = + + +
- Diplomacy ■ cha -2 = -2 + + +
- Disable Device int = + + +
- Disguise ■ cha -2 = -2 + + +
- Escape Artist ■ dex* +5 = +3 + 2 +
- Forgery ■ int +1 = +1 + + +
- Gather Information ■ cha -2 = -2 + + +
- Handle Animal cha = + + +
- Heal ■ wis +1 = +1 + + +
- Hide ■ dex* +7 = +3 + 4 +
- Intimidate ■ cha -2 = -2 + + +
- Jump ■ str* +2 = +0 + + +2
- Knowledge (dungeoneering) int +5 = +1 + 4 +
- Knowledge (geography) int +2 = +1 + 1 +
- Knowledge (nature) int +2 = +1 + 1 +
- Knowledge () int = + + +
- Knowledge () int = + + +
- Listen ■ wis +5 = +1 + 4 +
- Move Silently ■ dex* +7 = +3 + 4 +
- Open Lock dex = + + +
- Perform () cha = + + +
- Perform () cha = + + +
- Perform () cha = + + +
- Profession () wis = + + +
- Profession () wis = + + +
- Ride ■ dex +3 = +3 + + +
- Search ■ int +5 = +1 + 4 +
- Sense Motive ■ wis +1 = +1 + + +
- Sleight of Hand dex* = + + +
- Spellcraft int = + + +
- Spot ■ wis +5 = +1 + 4 +
- Survival ■ wis +4 = +0 + 4 +
- Swim ■ str* +3 = +3 + + +
- Tumble dex* +7 = +3 + 4 +
- Use Magic Device cha = + + +
- Use Rope ■ 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.)

