

character name Barbarian 1 player Half-orc faction _____
 class and level Medium race Chaotic Neutral 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	18	+4				HP hit points 15			-2	40 ft
DEX dexterity	11	+0				AC armor class 14 = 10 + ARMOR BONUS +4 + SHIELD BONUS +0 + DEX MODIFIER +0 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER				
CON constitution	16	+3				TOUCH armor class 10	FLAT-FOOTED armor class 14			
INT intelligence	6	-2				INITIATIVE modifier +0 = +0 + DEX MODIFIER + MISC MODIFIER				
WIS wisdom	10	+0								
CHA charisma	6	-2								

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

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points	4
GRAPPLE modifier	+5 = +1 + +4 + + + +	+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 _____ oooooo oooooo oooooo oooooo oooooo

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)	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER

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

