

of house Denieth

character name

Fighter 1

class and level

Medium

size

age

gender

height

weight

eyes

hair

skin

player

Human

race

Neutral

alignment

deity

faction



XEN'DRIK EXPEDITIONS

Character Record Sheet

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, Temporary Modifier, Point Buy Cost, and Total.

HP, AC, Touch, Initiative, and Skills sections. Includes formulas for AC (10 + armor + shield + dex + size + natural + deflection + misc) and Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

Saving Throws table for Fortitude, Reflex, and Will, showing total and breakdown of base save, ability, magic, misc, and temporary modifiers.

Base Attack Bonus (+1), Spell Resistance, and Grapple modifier (+4) calculations.

Attack table for Shortspear: Range 20 ft, Type P, Attack Bonus +3, Damage 1d6+3, Critical x2.

AMMUNITION _____ ○○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

Attack table for Longsword: Range -, Type S, Attack Bonus +2, Damage 1d8+3, Critical 19-20/x2.

AMMUNITION _____ ○○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

Empty Attack table template.

AMMUNITION _____ ○○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

Empty Attack table template.

AMMUNITION _____ ○○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

Empty Attack table template.

AMMUNITION _____ ○○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

Skills list table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Includes skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope.

■ 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.)

