

character name _____ player _____ Cabal of Shadows
Sorcerer 1 _____ faction
class and level _____ Drow _____ Chaotic Evil
Medium _____ race _____ 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
STR strength	10	+0			
DEX dexterity	14	+2			
CON constitution	12	+1			
INT intelligence	13	+1			
WIS wisdom	8	-1			
CHA charisma	18	+4			

HP hit points	5	TOTAL		WOUNDS/CURRENT HP		NONLETHAL DAMAGE		ARMOR CHECK PENALTY	SPEED	
AC armor class	12	TOTAL		= 10 +		+ 0 + 0 + 2		0	30 ft	
TOUCH armor class	12	TOTAL		= 10 +		+ 0 + 0 + 2				
FLAT-FOOTED armor class	10	TOTAL		= 10 +		+ 0 + 0 + 2				
INITIATIVE modifier	+2	TOTAL		= +2 +		+ 0				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+1	= +0	+1				Immune to sleep spells and effects
REFLEX (dexterity)	+2	= +0	+2				+2 against enchantment spells and effects.
WILL (wisdom)	+1	= +2	-1				

BASE ATTACK BONUS	+0	SPELL RESISTANCE	12	AP action points
GRAPPLE modifier	+0	TOTAL		1
	= +0	+ +	+ +	CURRENT

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier	+0	1d6	18-20/x2
RANGE	TYPE	NOTES	
-	P		

AMMUNITION _____

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

AMMUNITION 20 bolts _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	int	+1	= +1		
Balance	dex*	+2	= +2		
Bluff	cha	+8	= +4	4	
Climb	str*	+0	= +0		
Concentration	con	+5	= +1	4	
Craft	int	+1	= +1		
Craft	int	+1	= +1		
Craft	int	+1	= +1		
Decipher Script	int		= +		
Diplomacy	cha	+4	= +4		
Disable Device	int		= +		
Disguise	cha	+4	= +4		
Escape Artist	dex*	+2	= +2		
Forgery	int	+1	= +1		
Gather Information	cha	+4	= +4		
Handle Animal	cha		= +		
Heal	wis	-1	= -1		
Hide	dex*	+2	= +2		
Intimidate	cha	+4	= +4		
Jump	str*	+0	= +0		
Knowledge (arcana)	int	+2	= +1	1	
Knowledge	int		= +		
Knowledge	int		= +		
Knowledge	int		= +		
Knowledge	int		= +		
Listen	wis	+1	= -1		+2
Move Silently	dex*	+2	= +2		
Open Lock	dex		= +		
Perform	cha		= +		
Perform	cha		= +		
Perform	cha		= +		
Profession	wis		= +		
Profession	wis		= +		
Ride	dex	+2	= +2		
Search	int	+1	= +1		
Sense Motive	wis	+1	= -1		+2
Sleight of Hand	dex*		= +		
Spellcraft	int	+4	= +1	3	
Spot	wis	+1	= -1		+2
Survival	wis	-1	= -1		
Swim	str*	+0	= +0		
Tumble	dex*		= +		
Use Magic Device	cha		= +		
Use Rope	dex	+2	= +2		

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

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

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

ITEM			PG.	WT.	ITEM			PG.	WT.
Backpack				2 lbs	Traveler's outfit				5 lbs
Waterskin				4 lbs					
Spell component pouch				2 lbs					
Acid, flask				1 lbs					
Caltrops				2 lbs					
Rapier				2 lbs					
Crossbow, light				4 lbs					
Bolts (2)				2 lbs					
*bonus equipment					BASIC POSSESSIONS GP VALUE			120	
BASIC WT.	24	+ MACG WT.		.	= TOTAL WEIGHT CARRIED			24 lbs	

33	34-66	65-100	100	200	500
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	— 0
gp	— 0
pp	—

PGJ
Spell Focus (illusion)

[illegible]

PG.

Level adjustment +2

from *Races of Eberron*.

Giant

Domains: :

0	%
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conditional modifiers
+1 DC for Illusion spells

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
4	14	0	5	0
2	15	1ST	3	1
	16	2ND		
	17	3RD		
	18	4TH		
	19	5TH		
	20	6TH		
	21	7TH		
	22	8TH		
	23	9TH		