

character name _____ player _____ Covenant of Light
Knight 1 (ECL 2) _____ faction
class and level _____ race _____ alignment _____ deity _____
Medium _____
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	14	+2			6	14			-9	20 ft (base 30 ft.)
DEX dexterity	11	+0			3	11				
CON constitution	14	+2			6	14				
INT intelligence	8	-1			0	7				
WIS wisdom	10	+0			0	10				
CHA charisma	18	+4			10	18				

HP hit points	AC armor class	TOUCH armor class	FLAT-FOOTED armor class	INITIATIVE modifier	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
14	18	10	18	+0	+6	+2	+0					

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

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+1		3

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+3		+1	+2		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Warhammer		+3	1d8+2	x3
RANGE	TYPE	NOTES		
-	B			

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Javelin		+1	1d6+2	x2
RANGE	TYPE	NOTES		
30 ft.	P			

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Handaxe		+3	1d6+2	x3
RANGE	TYPE	NOTES		
-	S			

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL	SKILLS				MAX RANKS (CLASS/CROSS-CLASS)	4 / 2
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER		
	<input type="checkbox"/> Appraise	int	-1	= -1 + + +		
	<input type="checkbox"/> Balance	dex*	-9	= +0 + + -9		
	<input type="checkbox"/> Bluff	cha	+4	= +4 + + +		
	<input checked="" type="checkbox"/> Climb	str*	-7	= +2 + + -9		
	<input type="checkbox"/> Concentration	con	+2	= +2 + + +		
	<input type="checkbox"/> Craft () int	-1	= -1 + + +		
	<input type="checkbox"/> Craft () int	-1	= -1 + + +		
	<input type="checkbox"/> Craft () int	-1	= -1 + + +		
	<input type="checkbox"/> Decipher Script	int		= + + +		
	<input type="checkbox"/> Diplomacy	cha	+4	= +4 + + +		
	<input type="checkbox"/> Disable Device	int		= + + +		
	<input type="checkbox"/> Disguise	cha	+4	= +4 + + +		
	<input type="checkbox"/> Escape Artist	dex*	-9	= +0 + + -9		
	<input type="checkbox"/> Forgery	int	-1	= -1 + + +		
	<input type="checkbox"/> Gather Information	cha	+4	= +4 + + +		
	<input checked="" type="checkbox"/> Handle Animal	cha	+5	= +4 + 1 +		
	<input type="checkbox"/> Heal	wis	+0	= +0 + + +		
	<input type="checkbox"/> Hide	dex*	-9	= +0 + + -9		
	<input checked="" type="checkbox"/> Intimidate	cha	-9	= +4 + 3 +		
	<input checked="" type="checkbox"/> Jump	str*	-7	= +2 + + -9		
	<input checked="" type="checkbox"/> Knowledge (nobility and royalty)	int		= + + +		
	<input type="checkbox"/> Knowledge () int		= + + +		
	<input type="checkbox"/> Knowledge () int		= + + +		
	<input type="checkbox"/> Knowledge () int		= + + +		
	<input type="checkbox"/> Knowledge () int		= + + +		
	<input type="checkbox"/> Listen	wis	+2	= +0 + + +2		
	<input type="checkbox"/> Move Silently	dex*	-9	= +0 + + -9		
	<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	-1	= -1 + + +			
<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	+2	= +0 + + +2			
<input type="checkbox"/> Survival	wis	+0	= +0 + + +			
<input checked="" type="checkbox"/> Swim	str*	-16	= +2 + + -18			
<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.)

XEN'DRIK EXPEDITIONS
campaign

experience points

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Splint Mail		Heavy	+6	+0
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-7	40%	20 ft.	45 lbs.	

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
Heavy wooden		+2	10 lbs	-2
SPELL FAILURE	SPECIAL PROPERTIES			
15%				

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS							
ITEM		PG.	WT.	ITEM		PG.	WT.
Backpack			2 lbs	Travelers outfit			5 lbs
Pitons (6)			3 lbs				
Bell			-				
Sack			.5 lbs				
Shovel			8 lbs				
Chalk			-				
Signal whistle			-				
Warhammer			5 lbs				
Javelin			2 lbs				
Handaxe			3 lbs				
Splint mail			45 lbs				
Heavy wooden shield			10 lbs				
*bonus equipment				BASIC POSSESSIONS GP VALUE		233.51	
BASIC WT.	83.5	+ MAGIC WT.	.	= TOTAL WEIGHT CARRIED		83.5	

58	19-116	117-175	175	350	875
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

MONEY	
cp —	9
sp —	4
gp —	7
pp —	

FEATS

PG. CA 109

Goad

As a move action you can goad an opponenet. It must make a Will save DC 10 + 1/2 your character level + your charisma modifier) or be forced to attack only you during its turn. Opponents must have an 3 Int or higher.

(b) = bonus feat

SPECIAL ABILITIES

PG.

+2 to Spot and Listen Checks

Resistance 5 to acid, cold, electricity

Darkvision 60 ft.

Daylight once per day

Knight's challenge PHB II 25

Fighting challenge (Ex) 5/day. Bonuses to attacks, damage, and saves against opponent with at least a 5 Int and a CR greater than your level -2.

The Knight's Code

Faction bouns Blessing of the Light 5/day relieves fatigue, exhaustion, sicken-ng, and immediate new save against poison and disease.

MINIATURE UNLOCK

Bonus for using listed D&D Miniature

Antagonistic Miniature: Aasimar Fighter (WAR OF THE DRAGON QUEEN 01/60)

When you use your Goad ability the DC increases by 1 and your AC gains a +1 deflection bonus against that opponent.

LANGUAGES

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

Common

Celestial

TYPICAL SPELLS

Domains: :

o: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

55 %

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		