

character name _____ player _____ faction _____
Paladin 1 _____
class and level _____ Human _____ Lawful Good _____ Silver Flame _____
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
STR strength	16	+3			
DEX dexterity	10	+0			
CON constitution	13	+1			
INT intelligence	8	-1			
WIS wisdom	12	+1			
CHA charisma	12	+1			

HP hit points	TOTAL	11	WOUNDS/CURRENT HP		NONLETHAL DAMAGE		ARMOR CHECK PENALTY	SPEED
AC armor class	TOTAL	15	= 10 +		+5 + +0 + +0 + + + +		-4	20 ft (base 30 ft.)
TOUCH armor class	TOTAL	10	FLAT-FOOTED armor class		15			
INITIATIVE modifier	TOTAL	+0	= +0 +					

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

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points		
GRAPPLE modifier	+4	= +1	+ +3	+ +	+ +	4 CURRENT

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Bastard sword, one hand	+4	1d10+3	19-20/x2
RANGE	TYPE	NOTES	
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AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Bastard sword, two hands	+4	1d10+4	19-20/x2
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION _____

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

■ 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

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

76	77-153	154-230	230	460	1150
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 —
gp — 1
pp —

PG.

PG.

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

1

25 | %

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>