

character name Wizard 1 player Changeling faction Neutral
class and level Medium race Changeling alignment Neutral deity
size Medium 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	9	-1				6				30 ft
DEX dexterity	12	+1				11				
CON constitution	14	+2								
INT intelligence	15	+2				11				
WIS wisdom	8	-1								
CHA charisma	14	+2								

HP hit points: 6
AC armor class: 11
TOUCH armor class: 11
FLAT-FOOTED armor class: 10
INITIATIVE modifier: +1
TOTAL: +1 = +1 +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	+0	+2				+2 racial bonus against sleep and charm effect.
REFLEX (dexterity)	+1	+0	+1				
WILL (wisdom)	+1	+2	-1				

BASE ATTACK BONUS	GRAPPLE modifier	SPELL RESISTANCE	AP action points
+0	-1		3

TOTAL: -1 = +0 + -1 +

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow	2	1d8	19-20/x2
RANGE	TYPE	NOTES	
80 ft.	P		

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	-1	1d4-1	19-20/x2
RANGE	TYPE	NOTES	
10 ft.	S/P		

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	+2	= +2		
	Balance	dex*	+1	= +1		
	Bluff	cha	+4	= +2		+2
	Climb	str*	-1	= -1		
	Concentration	con	+6	= +2	4	
	Craft	int	+2	= +2		
	Craft	int	+2	= +2		
	Craft	int	+2	= +2		
	Decipher Script	int		=		
	Diplomacy	cha	+2	= +2		
	Disable Device	int		=		
	Disguise	cha	+14	= +2	2	+10
	Escape Artist	dex*	+1	= +1		
	Forgery	int	+2	= +2		
	Gather Information	cha	+2	= +2		
	Handle Animal	cha		=		
	Heal	wis	-1	= -1		
	Hide	dex*	+1	= +1		
	Intimidate	cha	+4	= +2		+2
	Jump	str*	-1	= -1		
	Knowledge (Local [Stormreach])	int	+6	= +2	4	
	Knowledge	int		=		
	Knowledge	int		=		
	Knowledge	int		=		
	Knowledge	int		=		
	Listen	wis	-1	= -1		
	Move Silently	dex*	+1	= +1		
	Open Lock	dex		=		
	Perform	cha		=		
	Perform	cha		=		
	Perform	cha		=		
	Profession	wis		=		
	Profession	wis		=		
	Ride	dex	+1	= +1		
	Search	int	+	= +2		
	Sense Motive	wis	+	= -1		+2
	Sleight of Hand	dex*	+6	= +2	4	
	Spellcraft	int	-1	= -1		
	Spot	wis	-1	= -1		
	Survival	wis	-1	= -1		
	Swim	str*	-1	= -1		
	Tumble	dex*		=		
	Use Magic Device	cha		=		
	Use Rope	dex	+1	= +1		
				=		
				=		
				=		

■ 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
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

BASIC POSSESSIONS							
ITEM		PG.	WT.	ITEM		PG.	WT.
Backpack			2 lbs				
Small steel mirror			.5 lb.				
Torch			1 lb				
Waterskin			4 lbs				
Ink							
Blank Paper (5 sheets)							
Identification papers							
Travelling Papers							
Adventurer's Outfit			4 lbs				
Light crossbow			4 lbs				
10 bolts			1 lb				
Dagger			1 lb				
Acidic Fire (ECS 120)			1 lbs				
Spell components			1 lb				
*bonus equipment				BASIC POSSESSIONS GP VALUE			
BASIC WT.	19.5	+ MAGIC WT.	.	= TOTAL WEIGHT CARRIED		19.5	

0-43

LIGHT
LOAD

44-86

MEDIUM
LOAD

87-130

HEAVY
LOAD

130

LIFT OVER
HEAD
EQUALS
MAX LOAD

260

LIFT OFF
GROUND
2 X
MAX LOAD

650

PUSH OR
DRAG
5 X
MAX LOAD

MONEY

cp —

sp —

gp — 6

pp —

FEATS

Spell Focus (Conjuration) PG.

Scribe Scroll^B

(b) = bonus feat

SPECIAL ABILITIES

PG.
+2 racial bonus on saves for sleep and

charm effects


+ 2 bonus to Bluff, Intimidate, and
Sense Motive checks

Minor Shape Change (Su): Changelings
have the supernatural ability to alter
their appearance as though using a
disguise self spell that affects their
bodies but not their possessions
(ECS 13).

Snake Familiar: Master gains a +3
bonus on Bluff Checks

MINIATURE UNLOCK

Bonus for using listed D&D Miniature

 **Flame Affinity**
Miniature: Bonded Fire
Summoner
(WAR OF THE DRAGON
QUEEN 10/60)
Once per adventure, you
may spend an action point while casting
summon monster I to summon a small fire
elemental (MM 99) instead of one of
the normal creatures on that spell's list.

LANGUAGES

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

Elven

Giant

TYPICAL SPELLS

Domains: :

o: All

1st: *Burning hands; magic missile; summon monster I;*
reduce person; ventriloquism

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE

+2

DC MOD

ARCANE SPELL FAILURE

0

%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
19	12	0	3	0
5	13	1ST	2	
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		