

character name \_\_\_\_\_ player \_\_\_\_\_ Blackwheel Company  
Scout 1 \_\_\_\_\_ 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
STR strength	11	+0			
DEX dexterity	16	+3			
CON constitution	14	+2			
INT intelligence	12	+1			
WIS wisdom	12	+1			
CHA charisma	6	-2			

HP hit points	TOTAL	10	WOUNDS/CURRENT HP		NONLETHAL DAMAGE		ARMOR CHECK PENALTY		SPEED	
AC armor class	TOTAL	16	= 10 +		+3 + +0 +		+3 + + + +		30 ft (40 ft. shifted)	
TOUCH armor class	TOTAL	13	FLAT-FOOTED armor class		13					
INITIATIVE modifier	TOTAL	+7	= +3 + +4							
			DEX MODIFIER		MISC MODIFIER					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	= +0	+2				
REFLEX (dexterity)	+5	= +2	+3				
WILL (wisdom)	+1	= +0	+1				

BASE ATTACK BONUS	+0	SPELL RESISTANCE		AP action points	
GRAPPLE modifier	+0	= +0 + +0 +		3 CURRENT	
TOTAL		BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Shortbow		+3 (+4 shifted)	1d6	x3
RANGE	TYPE	NOTES		
60 ft.	P			

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Shortsword		+0	1d6	19-20/x3
RANGE	TYPE	NOTES		
-	S			

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Mace, Light		+0	1d6	x2
RANGE	TYPE	NOTES		
-	B			

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)	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
	<input type="checkbox"/> Appraise ■	int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Balance ■	dex*	+5	= +3 + + +2
	<input type="checkbox"/> Bluff ■	cha	-2	= -2 + + +
	<input type="checkbox"/> Climb ■	str*	+2	= +0 + + +2
	<input type="checkbox"/> Concentration ■	con	+2	= +2 + + +
	<input checked="" type="checkbox"/> Craft ■ (	) int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Craft ■ (	) int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Craft ■ (	) int	+1	= +1 + + +
	<input type="checkbox"/> Decipher Script	int		= + + +
	<input type="checkbox"/> Diplomacy ■	cha	-2	= -2 + + +
	<input type="checkbox"/> Disable Device	int		= + + +
	<input type="checkbox"/> Disguise ■	cha	-2	= -2 + + +
	<input checked="" type="checkbox"/> Escape Artist ■	dex*	+5	= +3 + 2 +
	<input type="checkbox"/> Forgery ■	int	+1	= +1 + + +
	<input type="checkbox"/> Gather Information ■	cha	-2	= -2 + + +
	<input type="checkbox"/> Handle Animal	cha		= + + +
	<input type="checkbox"/> Heal ■	wis	+1	= +1 + + +
	<input checked="" type="checkbox"/> Hide ■	dex*	+7	= +3 + 4 +
	<input type="checkbox"/> Intimidate ■	cha	-2	= -2 + + +
	<input checked="" type="checkbox"/> Jump ■	str*	+2	= +0 + + +2
	<input checked="" type="checkbox"/> Knowledge (dungeoneering)	int	+5	= +1 + 4 +
	<input checked="" type="checkbox"/> Knowledge (geography)	int	+2	= +1 + 1 +
	<input checked="" type="checkbox"/> Knowledge (nature)	int	+2	= +1 + 1 +
	<input type="checkbox"/> Knowledge (	) int		= + + +
	<input type="checkbox"/> Knowledge (	) int		= + + +
	<input checked="" type="checkbox"/> Listen ■	wis	+5	= +1 + 4 +
	<input checked="" type="checkbox"/> Move Silently ■	dex*	+7	= +3 + 4 +
	<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	+3	= +3 + + +
	<input checked="" type="checkbox"/> Search ■	int	+5	= +1 + 4 +
	<input checked="" type="checkbox"/> Sense Motive ■	wis	+1	= +1 + + +
	<input type="checkbox"/> Sleight of Hand	dex*		= + + +
	<input type="checkbox"/> Spellcraft	int		= + + +
	<input checked="" type="checkbox"/> Spot ■	wis	+5	= +1 + 4 +
	<input checked="" type="checkbox"/> Survival ■	wis	+4	= +0 + 4 +
	<input checked="" type="checkbox"/> Swim ■	str*	+3	= +3 + + +
	<input checked="" type="checkbox"/> Tumble	dex*	+7	= +3 + 4 +
	<input type="checkbox"/> Use Magic Device	cha		= + + +
	<input checked="" type="checkbox"/> Use Rope ■	dex	+3	= +3 + + +
	<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

Table with 4 columns: ARMOR/PROTECTIVE ITEM, TYPE, AC BONUS, MAX DEX. Row 1: Masterwork studded leather, light, +3, +5. Row 2: CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES. Row 3: +0, 15%, 30 ft., 20 lbs.

Table with 4 columns: SHIELD/PROTECTIVE ITEM, AC BONUS, WEIGHT, CHECK PENALTY. Row 1: Empty. Row 2: SPELL FAILURE, SPECIAL PROPERTIES.

Table with 4 columns: PROTECTIVE ITEM, AC BONUS, WEIGHT, SPECIAL PROPERTIES. Row 1: Empty.

Table with 4 columns: PROTECTIVE ITEM, AC BONUS, WEIGHT, SPECIAL PROPERTIES. Row 1: Empty.

BASIC POSSESSIONS

Table with 6 columns: ITEM, PG., WT., ITEM, PG., WT. Rows include Backpack, Torch, Flint and steel, Caltrops, Shortbow, Arrows (20), Shortsword, Mace, light, Masterwork studded leather armor. Summary row: \*bonus equipment, BASIC POSSESSIONS GP VALUE 226.05. Bottom row: BASIC WT. 36 + MAGIC WT. = TOTAL WEIGHT CARRIED 36.

Table with 6 columns: 38, 39-76, 77-115, 115, 230, 575. Labels: LIGHT LOAD, MEDIUM LOAD, HEAVY LOAD, LIFT OVER HEAD, LIFT OFF GROUND, PUSH OR DRAG.

MONEY

Table with 1 column: cp — 5, sp — 9, gp — 23, pp —

FEATS

Table with 1 column: Improved Initiative, (b) = bonus feat.

SPECIAL ABILITIES

Table with 1 column: Low-light vision, +2 racial bonus on Balance, Climb and Jump checks, Shifting (Su): Longstride, 1/day for 5 rounds: +2 Dex, +10 ft. speed, Trapfinding (use Search to locate traps), Skirmish (extra 1d6 of damage on all attacks during any round in which you move at least 10 ft. Range attacks must be within 30 ft. of the target).

MINIATURE UNLOCK

Table with 1 column: Bonus for using listed D&D Miniature. Feral Miniature: Longstrider Ranger (ANGELFIRE 22/60). This character may shift one additional time per day.

LANGUAGES

Table with 1 column: Initial languages = Common + racial languages + one per point of Int bonus. Common, Goblin.

TYPICAL SPELLS

Table with 1 column: Domains: , 0:, 1st:, 2nd:, 3rd:, 4th:, 5th:, 6th:, 7th:, 8th:, 9th:.

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

15 %

conditional modifiers

Table with 5 columns: SPELLS KNOWN, SPELL SAVE DC, LEVEL, SPELLS PER DAY, BONUS SPELLS. Rows 0 to 9TH.