

character name _____ of house Denieth
Fighter 1
class and level _____
Medium
size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

player _____ faction _____
Human Neutral
race alignment deity _____



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	16	+3				HP hit points 15			-15	20 ft (base 30 ft)
DEX dexterity	13	+1				AC armor class 20	10 + 5 + 4 + 1			
CON constitution	14	+2				TOUCH armor class 11				
INT intelligence	8	-1				FLAT-FOOTED armor class 19				
WIS wisdom	12	+1				INITIATIVE modifier +1				
CHA charisma	8	-1								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+2	+2				
REFLEX (dexterity)	+1	+0	+1				
WILL (wisdom)	+1	+0	+1				

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+1		4

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
+4		+1	+3		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Shortspear		+3	1d6+3	x2
RANGE	TYPE	NOTES		
20 ft.	P			

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Longsword		+2	1d8+3	19-20/x2
RANGE	TYPE	NOTES		
-	S			

AMMUNITION _____

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 _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
	Appraise	int	-1			
	Balance	dex*	-14			
	Bluff	cha	-1			
	Climb	str*	-10			
	Concentration	con	+2			
	Craft	int	-1			
	Craft	int	-1			
	Craft	int	-1			
	Decipher Script	int				
	Diplomacy	cha	-1			
	Disable Device	int				
	Disguise	cha	-1			
	Escape Artist	dex*	-14			
	Forgery	int	-1			
	Gather Information	cha	-1			
	Handle Animal	cha				
	Heal	wis	-1			
	Hide	dex*	-14			
	Intimidate	cha	2			
	Jump	str*	-11			
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Listen	wis	+1			
	Move Silently	dex*	-14			
	Open Lock	dex				
	Perform	cha				
	Perform	cha				
	Perform	cha				
	Profession	wis				
	Profession	wis				
	Ride	dex	+2			
	Search	int	-1			
	Sense Motive	wis	+1			
	Sleight of Hand	dex*				
	Spellcraft	int	+1			
	Spot	wis	+1			
	Survival	wis	+1			
	Swim	str*	-26			
	Tumble	dex*				
	Use Magic Device	cha				
	Use Rope	dex	+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
Chainmail		Medium	+5	+2
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5	30%	20	40	

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
Tower shield		4	45	-10
SPELL FAILURE	SPECIAL PROPERTIES			
50%	Can also grant cover.			

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	Traveler's outfit		5
Belt pouch		.5 lbs			
Bedroll		.5 lbs			
Rations, trail (5 days)		5 lbs			
Tindertwigs (2)		-			
Waterskin		4 lbs			
Shortspear		3 lbs			
Longsword		4 lbs			
Chainmail		40 lbs			
Tower shield		45 lbs			
*bonus equipment			BASIC POSSESSIONS GP VALUE	223.6	
BASIC WT.	109	+ MAGIC WT.	.	= TOTAL WEIGHT CARRIED	109

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

MONEY

cp —

sp — 4

gp — 16

pp —

FEATS

PG.

Weapon Focus (shortspear)

Toughness

Least Dragonmark (Mark of Sentinel)

this dragonmark grants *shield other*

1/day.

(b) = bonus feat

SPECIAL ABILITIES

PG.

MINIATURE UNLOCK

Bonus for using listed D&D Miniature

Soldier of the Wall

Miniature: Shieldwall Soldier

(WAR DRUMS 10/60)

As an unlock the PC reduces each incident of damage suffered while using *shield other* by 1 point (to a minimum of 1 point each incident).

LANGUAGES

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

Common

TYPICAL SPELLS

Domains: :

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

80 %

conditional modifiers

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