

character name Cleric 1 player Elf (High) faction Neutral Good  
class and level Medium race Elf alignment Sovereign Host 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	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	ARMOR CHECK PENALTY	SPEED
<b>STR</b> strength	12	+1				<b>HP</b> hit points 8			-2	30 ft
<b>DEX</b> dexterity	16	+3				<b>AC</b> armor class 17	10 + 4 + 0 + 3			
<b>CON</b> constitution	11	+0				<b>TOUCH</b> armor class 13				
<b>INT</b> intelligence	10	+0				<b>FLAT-FOOTED</b> armor class 14				
<b>WIS</b> wisdom	14	+2				<b>INITIATIVE</b> modifier +3				
<b>CHA</b> charisma	10	+0								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+2	+2	+0				Immune to sleep spells and effects
<b>REFLEX</b> (dexterity)	+3	+0	+3				+2 against enchantment spells and effects.
<b>WILL</b> (wisdom)	+4	+2	+2				

BASE ATTACK BONUS	SPELL RESISTANCE	AP
+0		3

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
modifier +1	+0	+1			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+4	1d6	20/x3
RANGE	TYPE	NOTES	
60ft	P		

AMMUNITION 20 masterwork arrows ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

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

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RANGE	TYPE	NOTES	

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RANGE	TYPE	NOTES	

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CLASS SKILL	SKILLS				MAX RANKS (CLASS/CROSS-CLASS)
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	
<input type="checkbox"/> Appraise ■ <input type="checkbox"/> Balance ■ <input type="checkbox"/> Bluff ■ <input type="checkbox"/> Climb ■ <input checked="" type="checkbox"/> Concentration ■ <input checked="" type="checkbox"/> Craft ■ ( ) <input checked="" type="checkbox"/> Craft ■ ( ) <input checked="" type="checkbox"/> Craft ■ ( ) <input type="checkbox"/> Decipher Script <input checked="" type="checkbox"/> Diplomacy ■ <input type="checkbox"/> Disable Device <input type="checkbox"/> Disguise ■ <input type="checkbox"/> Escape Artist ■ <input type="checkbox"/> Forgery ■ <input type="checkbox"/> Gather Information ■ <input type="checkbox"/> Handle Animal <input checked="" type="checkbox"/> Heal ■ <input type="checkbox"/> Hide ■ <input type="checkbox"/> Intimidate ■ <input type="checkbox"/> Jump ■ <input checked="" type="checkbox"/> Knowledge (arcana) <input type="checkbox"/> Knowledge (history) <input type="checkbox"/> Knowledge (religion) <input type="checkbox"/> Knowledge (the planes) <input type="checkbox"/> Knowledge ( ) <input type="checkbox"/> Listen ■ <input type="checkbox"/> Move Silently ■ <input type="checkbox"/> Open Lock <input type="checkbox"/> Perform ( ) <input type="checkbox"/> Perform ( ) <input type="checkbox"/> Perform ( ) <input checked="" type="checkbox"/> Profession ( ) <input checked="" type="checkbox"/> Profession ( ) <input type="checkbox"/> Ride ■ <input type="checkbox"/> Search ■ <input type="checkbox"/> Sense Motive ■ <input type="checkbox"/> Sleight of Hand <input checked="" type="checkbox"/> Spellcraft <input type="checkbox"/> Spot ■ <input type="checkbox"/> Survival ■ <input type="checkbox"/> Swim ■ <input type="checkbox"/> Tumble <input type="checkbox"/> Use Magic Device <input type="checkbox"/> Use Rope ■  <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	int	+0	= +0	+ +	
	dex*	+1	= +3	+ +	-2
	cha	+0	= +0	+ +	
	str*	-1	= +1	+ +	-2
	con	+4	= +0	+ 4	+ +
	) int	+0	= +0	+ +	
	) int	+0	= +0	+ +	
	) int	+0	= +0	+ +	
	int		= +	+ +	
	cha	+0	= +0	+ +	
	int		= +	+ +	
	cha	+0	= +0	+ +	
	int	+0	= +0	+ +	
	cha	+1	= +3	+ +	-2
	dex*	+0	= +0	+ +	
	int	+0	= +0	+ +	
	cha		= +	+ +	
	cha		= +	+ +	
	wis	+2	= +2	+ +	
	dex*	+1	= +3	+ +	-2
	cha	+0	= +0	+ +	
	str*	-1	= +1	+ +	-2
	) int		= +	+ +	
	) int		= +	+ +	
	) int		= +	+ +	
	) int		= +	+ +	
	) int	+2	= +2	+ +	
	wis	+1	= +3	+ +	-2
	dex*		= +	+ +	
	dex		= +	+ +	
) cha		= +	+ +		
) cha		= +	+ +		
) cha		= +	+ +		
) wis		= +	+ +		
) wis		= +	+ +		
dex	+3	= +3	+ +		
int	+0	= +0	+ +		
wis	+2	= +2	+ +		
dex*		= +	+ +		
int	+2	= +2	+ +		
wis	+6	= +2	+ 4	+ +	
wis	-3	= +1	+ +	-4	
str*		= +	+ +		
dex*		= +	+ +		
cha		= +	+ +		
dex	+3	= +3	+ +		
		= +	+ +		
		= +	+ +		
		= +	+ +		

■ 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: Chain shirt, Light, +4, +4. Row 2: CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES. Row 3: -2, 20%, 30 ft., 25 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, Flint and steel, Torch, Chalk, Ink, Blank paper (5 sheets), Candle, Identification papers, Traveling papers, Holy symbol, Spell components, Shortbow, Longsword, 20 arrows (masterwork), Chain shirt, \*bonus equipment, BASIC POSSESSIONS GP VALUE, BASIC WT., 38 lbs, + MAGIC WT., ., = TOTAL WEIGHT CARRIED, 38 lbs.

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

Heroic Spirit PG.
(b) = bonus feat

SPECIAL ABILITIES

Immunity to sleep spells and effects.
+2 racial bonus to saving throws
against enchantment spells/effects.
Low-light vision
+2 racial bonus on Listen, Search and
Spot checks
Martial weapon proficiency feats for
longsword, rapier, longbow, and
shortbow.
Aura (Ex): You have faint aura of
Good
Spontaneous Casting
Restricted Spells: cannot cast evil spells
Turn undead 3 times per day

MINIATURE UNLOCK

Bonus for using listed D&D Miniature

Heroic Aim
Miniature: Steelheart
Archer
(WAR DRUMS 00/00)
Once per adventure you
may spend an action point
to reroll a conceal check.

LANGUAGES

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

TYPICAL SPELLS

Domains: Luck (You have good fortune, useable
once per day. When you use this ability, you may
reroll any one roll that you have just made. You
must abide by the new roll.), Travel (For 1 round
per day, you can ignore all magical effects which
hamper movement and mobility. Survival added to
your list of cleric class skills).

o: Guidance, read magic, resistance
1st: Bless; remove fear
Domain: longstrider entropic shield
2nd:
3rd:
4th:
5th:
6th:
7th:
8th:
9th:

SPELL SAVE

+2

DC MOD

ARCANE SPELL FAILURE

20 %

conditional modifiers

Table with 5 columns: SPELLS KNOWN, SPELL SAVE DC, LEVEL, SPELLS PER DAY, BONUS SPELLS. Rows 1-9.