Lelenia Naiio	Debi						
CHARACTER NAME	PLAYER						
Scout 4	Elf	True Neutral	St Cuthbert				
CLASS AND LEVEL	RACE	ALIGNMENT	DEITY				
Medium	110.0	Female	5'6	112	Green	Brown	Pale
SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	11	0		
DEX DEXTERITY	17	3		
CON CONSTITUTION	8	-1		
INT INTELLIGENCE	11	0		
WIS WISDOM	12	1		
CHA CHARISMA	9	-1		

	TOTAL	BASE HP (BEFORE CON	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE
HP HIT POINTS	25	23			

SPEED 40 feet

AC ARMOR CLASS	TOTAL	= 10+	ARMOR BONUS	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ NATURAL ARMOR	+ DEFLECTION MODIFIER	+ MISC MODIFIER
	16		3	0	3	0	0	0	

DAMAGE REDUCTION

TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	13

INITIATIVE MODIFIER	TOTAL	=	DEX MODIFIER	+	MISC MODIFIER
	4	=	3	+	1

SAVING THROWS	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC. MODIFIER	+	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	1	=	2	+	-1	+		+		+	
REFLEX (DEXTERITY)	7	=	4	+	3	+		+		+	
WILL (WISDOM)	2	=	1	+	1	+		+		+	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS	3	SPELL RESISTANCE	

GRAPPLE MODIFIER	TOTAL	=	BASE ATTACK BONUS	+	STRENGTH MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER
	3	=	3	+	0	+	0	+	

	TOTAL	=	BASE ATTACK BONUS	+	STR MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER
MELEE attack bonus	3	=	3	+	0	+	0	+	0
RANGED attack bonus	6	=	3	+	3	+	0	+	0

	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Long Bow	7	1d8+1	20/x3

RANGE	TYPE	NOTES
100'	Piercing	+1d6 damage when moving (skirmish)

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortsword	3	1d6	19-20/x2

RANGE	TYPE	NOTES
-	Piercing	+1d6 damage when moving (skirmish)

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Crossbow	7	1d8	19-20/x2

RANGE	TYPE	NOTES
80'	Piercing	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Appraise ■	INT	0	=	0	+		+	
■	Balance ■	★DEX	5	=	3	+	2	+	
☐	Bluff ■	CHA	-1	=	-1	+		+	
■	Climb ■	★STR	0	=	0	+		+	
☐	Concentration ■	CON	-1	=	-1	+		+	
■	Craft ■ (Bowmaking)	INT	4	=	0	+	4	+	
☐	Craft ■ ( )	INT	0	=	0	+		+	
☐	Craft ■ ( )	INT	0	=	0	+		+	
☐	Decipher Script	INT	0	=	0	+		+	
☐	Diplomacy ■	CHA	-1	=	-1	+		+	
☐	Disable Device	INT	0	=	0	+		+	
☐	Disguise ■	CHA	-1	=	-1	+		+	
■	Escape Artist ■	★DEX	5	=	3	+	2	+	
☐	Forgery ■	INT	0	=	0	+		+	
☐	Gather Information ■	CHA	-1	=	-1	+		+	
☐	Handle Animal	CHA	-1	=	-1	+		+	
☐	Heal ■	WIS	3	=	1	+	2	+	
■	Hide ■	★DEX	7	=	3	+	4	+	
☐	Intimidate ■	CHA	-1	=	-1	+		+	
■	Jump ■	★STR	0	=	0	+		+	
■	Knowledge (Dungeoneering)	INT	0	=	0	+		+	
■	Knowledge (Geography)	INT	4	=	0	+	4	+	
■	Knowledge (Nature)	INT	4	=	0	+	4	+	
☐	Knowledge ( )	INT	0	=	0	+		+	
☐	Knowledge ( )	INT	0	=	0	+		+	
■	Listen ■	WIS	7	=	1	+	6	+	
■	Move Silently ■	★DEX	7	=	3	+	4	+	
☐	Open Lock	DEX	3	=	3	+		+	
☐	Perform ( )	CHA	-1	=	-1	+		+	
☐	Perform ( )	CHA	-1	=	-1	+		+	
☐	Perform ( )	CHA	-1	=	-1	+		+	
☐	Profession ( )	WIS	1	=	1	+		+	
☐	Profession ( )	WIS	1	=	1	+		+	
■	Ride ■	DEX	3	=	3	+		+	
■	Search ■	INT	7	=	0	+	7	+	
■	Sense Motive ■	WIS	1	=	1	+		+	
☐	Sleight of Hand	★DEX	4	=	3	+	1	+	
☐	Spellcraft	INT	0	=	0	+		+	
■	Spot ■	WIS	7	=	1	+	6	+	
■	Survival ■	WIS	6	=	1	+	5	+	
■	Swim ■	★STR	0	=	0	+		+	
■	Tumble	★DEX	6	=	3	+	3	+	
☐	Use Magic Device	CHA	-1	=	-1	+		+	
■	Use Rope ■	DEX	3	=	3	+		+	
☐			0	=		+		+	
☐			0	=		+		+	
☐			0	=		+		+	

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an ■ if the skill is a class skill for the character.*
★*Armor check penalty (-1) applies. (Double penalty for Swim.)*

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Shackled City

CAMPAIGN

6,072

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Studded Leather Armor	Light	3	5

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	15%	30	20.00	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES
0%	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Long Bow		3.00			
Arrows		3.00			
Shortsword					
Rope (50' x 2)					
Explorer's Outfit		8.00			
			TOTAL WEIGHT CARRIED		34

38	76	115	115	230	575
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 × MAX LOAD)	PUSH OR DRAG (5 × MAX LOAD)

MONEY

CP —

SP — 1155

GP — 683

PP —

FEATS

PG.

Track

Point Blank Shot (+1 Ranged Attack Bonus up to 30')

Rapid Shot (+1 attack per round)

Precise Shot (no penalty to shooting into melee)

SPECIAL ABILITIES

PG.

Skirmish (+1d6 additional damage if move >10')

Skirmish (+1d6, +1AC)

Trapfinding

Uncanny Dodge (Cannot be caught flatfooted)

Fast Movement (+10ft)

Trackless Step (cannot be tracked)

LANGUAGES

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

Common

Elvish

SPELLS

PRIMARY SPELLCASTING STATISTIC	DOMAINS/SPECIALTY SCHOOL

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

15 %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	10	0		0
	11	1ST		0
	12	2ND		0
	13	3RD		0
	14	4TH		0
	15	5TH		0
	16	6TH		0
	17	7TH		0
	18	8TH		0
	19	9TH		0

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