Cora Woodsheart (as Fleshraker)	CHARACTER NAME
Meri	PLAYER
Druid 7	CLASS AND LEVEL
Strongheart Halfling	RACE
True Neutral	ALIGNMENT
Mielikki	DEITY
Medium	SIZE
29.0	AGE
Female	GENDER
7ft	HEIGHT
300	WEIGHT
Green	EYES
Red	HAIR
Fair	SKIN

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	17	3		
DEX DEXTERITY	19	4		
CON CONSTITUTION	15	2		
INT INTELLIGENCE	12	1		
WIS WISDOM	16	3		
CHA CHARISMA	11	0		

	TOTAL	BASE HP (BEFORE CON	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	50	36				50 feet

AC ARMOR CLASS	TOTAL	= 10+	ARMOR BONUS	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ NATURAL ARMOR	+ DEFLECTION MODIFIER	+ MISC MODIFIER	DAMAGE REDUCTION
	20		0	0	4	0	6	0		

TOUCH ARMOR CLASS	14	FLAT-FOOTED ARMOR CLASS	16

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

SAVING THROWS	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC. MODIFIER	+	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	7	=	5	+	2	+		+		+	
REFLEX (DEXTERITY)	6	=	2	+	4	+		+		+	
WILL (WISDOM)	8	=	5	+	3	+		+		+	

CONDITIONAL MODIFIERS
+4 against spell-like abilities of fey

BASE ATTACK BONUS	5	SPELL RESISTANCE	0

GRAPPLE MODIFIER	TOTAL	=	BASE ATTACK BONUS	+	STRENGTH MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER
	8	=	5	+	3	+	0	+	

	TOTAL	=	BASE ATTACK BONUS	+	STR MODIFIER / DEX MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER
MELEE attack bonus	8	=	5	+	3	+	0	+	
RANGED attack bonus	9	=	5	+	4	+	0	+	

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Claw	8	1d4+3 and poison	20/x2

RANGE	TYPE	NOTES
	P/S	Poison: Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d6 Dex.

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Bite	3	1d4+1	20/x2

RANGE	TYPE	NOTES
	P/S/B	Cannot use tail attack against an opponent bitten in the same round.

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Tail	3	1d4+1 and poison	20/x2

RANGE	TYPE	NOTES
	B	Poison: Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d6 Dex. Cannot use tail attack against an opponent bitten in the same round.

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rake	4	1d6+2	

RANGE	TYPE	NOTES

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS): 10 / 5

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Appraise ■	INT	1	=	1	+		+	
☐	Balance ■	★DEX	4	=	4	+		+	
☐	Bluff ■	CHA	0	=	0	+		+	
☐	Climb ■	★STR	3	=	3	+		+	
■	Concentration ■	CON	12	=	2	+	10	+	
■	Craft ■ (_____)	INT	1	=	1	+		+	
■	Craft ■ (_____)	INT	1	=	1	+		+	
■	Craft ■ (_____)	INT	1	=	1	+		+	
☐	Decipher Script	INT	1	=	1	+		+	
■	Diplomacy ■	CHA	0	=	0	+		+	
☐	Disable Device	INT	1	=	1	+		+	
☐	Disguise ■	CHA	0	=	0	+		+	
☐	Escape Artist ■	★DEX	4	=	4	+		+	
☐	Forgery ■	INT	1	=	1	+		+	
☐	Gather Information ■	CHA	0	=	0	+		+	
■	Handle Animal	CHA	10	=	0	+	10	+	
■	Heal ■	WIS	5	=	3	+	2	+	
☐	Hide ■	★DEX	12	=	4	+		+	8*
☐	Intimidate ■	CHA	0	=	0	+		+	
☐	Jump ■	★STR	9	=	3	+		+	6
■	Knowledge (Nature)	INT	6	=	1	+	3	+	2
☐	Knowledge (_____)	INT	1	=	1	+		+	
☐	Knowledge (_____)	INT	1	=	1	+		+	
☐	Knowledge (_____)	INT	1	=	1	+		+	
☐	Knowledge (_____)	INT	1	=	1	+		+	
■	Listen ■	WIS	8	=	3	+	5	+	
☐	Move Silently ■	★DEX	4	=	4	+		+	
☐	Open Lock	DEX	4	=	4	+		+	
☐	Perform (_____)	CHA	0	=	0	+		+	
☐	Perform (_____)	CHA	0	=	0	+		+	
☐	Perform (_____)	CHA	0	=	0	+		+	
■	Profession (_____)	WIS	3	=	3	+		+	
■	Profession (_____)	WIS	3	=	3	+		+	
■	Ride ■	DEX	14	=	4	+	10	+	*
☐	Search ■	INT	1	=	1	+		+	
☐	Sense Motive ■	WIS	3	=	3	+		+	
☐	Sleight of Hand	★DEX	4	=	4	+		+	
☐	Spellcraft	INT	1	=	1	+		+	
■	Spot ■	WIS	13	=	3	+	10	+	
■	Survival ■	WIS	6	=	3	+	1	+	2
■	Swim ■	★STR	3	=	3	+		+	
☐	Tumble	★DEX	4	=	4	+		+	
☐	Use Magic Device	CHA	0	=	0	+		+	
☐	Use Rope ■	DEX	4	=	4	+		+	
■	*Ride (Check to Stay in Saddle)	DEX	16	=	4	+	10	+	2
■	*Hide (In forested areas)	DEX	14	=	4	+		+	10
☐	_____		0	=	9	+		+	

☐ Show ACP effects (Click to change)

■ *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 (0) applies. (Double penalty for Swim.)*

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CAMPAIGN

21,145

EXPERIENCE POINTS

GEAR

Wearing? Yes / No

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
	-		none

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0	0%			

Using? Yes / No

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.
			TOTAL WEIGHT CARRIED		0

86	173	260	260	520	1,300
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 —

GP —

PP —

FEATS

PG.

Spellcrafting Prodigy - FRCS 38

Mounted Combat - PHB 98

Extend Spell - PHB 94

Natural Spell - PHB 98

SPECIAL ABILITIES

PG.

Nature Sense (Druid) - PBH 35

Wild Empathy (Druid) - PBH 35

Proficient with: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear.

Proficient with all natural attacks (claw, bite, and so forth) of any form assumed with wild shape

Proficient with light and medium armor but are prohibited from wearing metal armor

Woodland Stride (Druid)- PBH 36

Trackless Step (Druid)

Resist Nature's Lure (Druid)

Wild Shape (2/day) (Druid)

Low-light vision (Fleshraker)

Scent (Fleshraker)

Leaping Pounce (Fleshraker)

Poison (Fleshraker)

Rake (Fleshraker)

LANGUAGES

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

Halfling

Common

Druidic

Shaaran

Sylvan

SPELLS

PRIMARY SPELLCASTING STATISTIC	DOMAINS/SPECIALTY SCHOOL
WIS	

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE 1 DC MOD

ARCANE SPELL FAILURE 0 %

CONDITIONAL MODIFIERS

Spell Save DC Modifier from Spellcasting Prodigy Feat

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	14	0	6	0
	15	1ST	4	1
	16	2ND	3	1
	17	3RD	2	1
	18	4TH	1	1
	19	5TH		0
	20	6TH		0
	21	7TH		0
	22	8TH		0
	23	9TH		0

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