Cora Woodsheart (as Porpoise) — CHARACTER NAME
Meri — PLAYER
Druid 8 — CLASS AND LEVEL
Strongheart Halfling — RACE
True Neutral — ALIGNMENT
Mielikki — DEITY

Medium — SIZE
29.0 — AGE
Female — GENDER
HEIGHT
WEIGHT
Green — EYES
Red — HAIR
Fair — 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	13	1		
INT INTELLIGENCE	12	1		
WIS WISDOM	18	4		
CHA CHARISMA	11	0		

HP HIT POINTS — TOTAL 58 — BASE HP (BEFORE CON) 42 — TEMPORARY HP — WOUNDS — NONLETHAL DAMAGE

AC ARMOR CLASS — TOTAL 15 = 10 + ARMOR BONUS 0 + SHIELD BONUS 0 + DEX MODIFIER 3 + SIZE MODIFIER 0 + NATURAL ARMOR 2 + DEFLECTION MODIFIER 0 + MISC MODIFIER

SPEED: Swim 80ft

DAMAGE REDUCTION

TOUCH ARMOR CLASS 13 — **FLAT-FOOTED ARMOR CLASS** 12

INITIATIVE MODIFIER — TOTAL 3 = DEX MODIFIER 3 + MISC MODIFIER

SAVING THROWS	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	7	6	1			
REFLEX (DEXTERITY)	5	2	3			
WILL (WISDOM)	10	6	4			

CONDITIONAL MODIFIERS: +4 against spell-like abilities of fey

BASE ATTACK BONUS 6 — **SPELL RESISTANCE** 0

GRAPPLE MODIFIER — TOTAL 6 = BASE ATTACK BONUS 6 + STRENGTH MODIFIER 0 + SIZE MODIFIER 0 + MISC MODIFIER

	TOTAL	= BASE ATTACK BONUS	+ STR MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER
MELEE attack bonus	6	6	0	0	
RANGED attack bonus	9	6	3	0	

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Slam	6/1	2d4	20/x2

RANGE	TYPE	NOTES
	B	

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) 11 / 5

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
☐	Appraise ■	INT	1	1		
☐	Balance ■	★DEX	3	3		
☐	Bluff ■	CHA	0	0		
☐	Climb ■	★STR	0	0		
■	Concentration ■	CON	12	1	11	
■	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	3	3		
☐	Forgery ■	INT	1	1		
☐	Gather Information ■	CHA	0	0		
■	Handle Animal	CHA	11	0	11	
■	Heal ■	WIS	6	4	2	
☐	Hide ■	★DEX	3	3		
☐	Intimidate ■	CHA	0	0		
☐	Jump ■	★STR	0	0		
■	Knowledge (Nature)	INT	7	1	4	2
☐	Knowledge ( )	INT	1	1		
☐	Knowledge ( )	INT	1	1		
☐	Knowledge ( )	INT	1	1		
☐	Knowledge ( )	INT	1	1		
■	Listen ■	WIS	14	4	6	4
☐	Move Silently ■	★DEX	3	3		
☐	Open Lock	DEX	3	3		
☐	Perform ( )	CHA	0	0		
☐	Perform ( )	CHA	0	0		
☐	Perform ( )	CHA	0	0		
■	Profession ( )	WIS	4	4		
■	Profession ( )	WIS	4	4		
■	Ride ■	DEX	13	3	10	*
☐	Search ■	INT	1	1		
☐	Sense Motive ■	WIS	4	4		
☐	Sleight of Hand	★DEX	3	3		
☐	Spellcraft	INT	1	1		
■	Spot ■	WIS	19	4	11	4
■	Survival ■	WIS	5	4	1	
■	Swim ■	★STR	8	0		8
☐	Tumble	★DEX	3	3		
☐	Use Magic Device	CHA	0	0		
☐	Use Rope ■	DEX	3	3		
■	*Ride (Check to Stay in Saddle)	DEX	15	3	10	2
☐			0	9		
☐			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

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

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 —

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 (3/day) (S,M,L) (Druid)	
Blindsight (Porpoise) -if lost, lose bonuses to Spot/Listen	
Hold Breath (Porpoise)	
Low-light Vision (Porpoise)	

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
	15	0	6	0
	16	1ST	4	2
	17	2ND	3	1
	18	3RD	3	1
	19	4TH	2	1
	20	5TH		1
	21	6TH		0
	22	7TH		0
	23	8TH		0
	24	9TH		0

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