Cora Woodsheart (as Porpoise) — CHARACTER NAME
Meri — PLAYER

Druid 7 — 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	16	3		
CHA CHARISMA	11	0		

HP HIT POINTS — TOTAL 50 — BASE HP (BEFORE CON) 36 — 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)	6	5	1			
REFLEX (DEXTERITY)	5	2	3			
WILL (WISDOM)	8	5	3			

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

BASE ATTACK BONUS 5

SPELL RESISTANCE 0

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

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	5	5	0	0	
RANGED attack bonus	8	5	3	0	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Slam	5	2d4	20/x2

RANGE	TYPE	NOTES
	B	

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 _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

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	3	=	3	+		+	
☐	Bluff ■	CHA	0	=	0	+		+	
☐	Climb ■	★STR	0	=	0	+		+	
☑	Concentration ■	CON	11	=	1	+	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	3	=	3	+		+	
☐	Forgery ■	INT	1	=	1	+		+	
☐	Gather Information ■	CHA	0	=	0	+		+	
☑	Handle Animal	CHA	10	=	0	+	10	+	
☑	Heal ■	WIS	5	=	3	+	2	+	
☐	Hide ■	★DEX	3	=	3	+		+	
☐	Intimidate ■	CHA	0	=	0	+		+	
☐	Jump ■	★STR	0	=	0	+		+	
☑	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	12	=	3	+	5	+	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	3	=	3	+		+	
☑	Profession (_____)	WIS	3	=	3	+		+	
☑	Ride ■	DEX	13	=	3	+	10	+	*
☐	Search ■	INT	1	=	1	+		+	
☐	Sense Motive ■	WIS	3	=	3	+		+	
☐	Sleight of Hand	★DEX	3	=	3	+		+	
☐	Spellcraft	INT	1	=	1	+		+	
☑	Spot ■	WIS	17	=	3	+	10	+	4
☑	Survival ■	WIS	4	=	3	+	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.)*

©2003 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.

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

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

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)

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
	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

©2003 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.