Cora Woodsheart	Meri
CHARACTER NAME	PLAYER
Druid 7	Strongheart Halfling / True Neutral / Mielikki
CLASS AND LEVEL	RACE / ALIGNMENT / DEITY

Small	29.0	Female	2'8"	25 lbs	Green	Red	Fair
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	8	-1		
DEX DEXTERITY	14	2		
CON CONSTITUTION	15	2		
INT INTELLIGENCE	12	1		
WIS WISDOM	16	3		
CHA CHARISMA	11	0		

HP HIT POINTS	TOTAL	BASE HP (BEFORE CON)	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE	SPEED
	50	36				20 feet

AC ARMOR CLASS: 19 (TOTAL) = 10 + 4 (ARMOR BONUS) + 1 (SHIELD BONUS) + 2 (DEX MODIFIER) + 1 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 1 (DEFLECTION MODIFIER) + (MISC MODIFIER)

DAMAGE REDUCTION:

TOUCH ARMOR CLASS: 13

FLAT-FOOTED ARMOR CLASS: 17

INITIATIVE MODIFIER: 2 (TOTAL) = 2 (DEX MODIFIER) + (MISC MODIFIER)

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

CONDITIONAL MODIFIERS: +2 Morale Bonus on ST against Fear (Racial) - PBH 20 +4 against spell-like abilities of fey

BASE ATTACK BONUS: 5

SPELL RESISTANCE: 0

GRAPPLE MODIFIER: -0 (TOTAL) = 5 (BASE ATTACK BONUS) + -1 (STRENGTH MODIFIER) + -4 (SIZE MODIFIER) + (MISC MODIFIER)

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	5	5	-1	1	
RANGED attack bonus	8	5	2	1	

TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sling (bullet)/Sling(rock)	8/7	1d3 -1/1	20/x2

RANGE	TYPE	NOTES
50ft	Bludgeoning	Simple, Thrown

AMMUNITION: Bullet (11)

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff +2	7	1d4+1	20/x2

RANGE	TYPE	NOTES
-	Bludgeoning	Simple, Can be weilded as a double weapon Casts stone skin once per day

AMMUNITION:

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Spear +1/ Spear (melee)	6/5	1d6/1d6-1	20/x3

RANGE	TYPE	NOTES
-	Piercing	

AMMUNITION:

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Spear+1/Spear (ranged)	9/8	1d6/1d6 -1	20/x3

RANGE	TYPE	NOTES
20ft	Piercing	Thrown

AMMUNITION: 1/1

SKILLS

MAX RANKS (CLASS/CROSS-CLASS): 9 / 4

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

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0	15%	20	10.00	Masterwork; +5 acid resist

Using? Yes / No

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Buckler	1	2.5	-1

SPELL FAILURE	SPECIAL PROPERTIES
0%	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Brooch of Protection +1	1		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
These Items on my Person:			Quiver of Meilikki		5.00
Bullets (11)		2.50	Spear		
Holly and Mistletoe			Spear +1		
Wand (Cure Light Wounds)			Quarterstaff +2		
XXX			Staff of Life (7)		
Potion of Cure Light Wounds			Bullets (11)		
Scroll of Spiritual Weapon					
Scroll of Summon Monster 3		0.50			
Spell Components Pouch					
Pearl of Power 2nd Level					
Potion of Cure Moderate x3		1.50			
			TOTAL WEIGHT CARRIED		22

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 × MAX LOAD)	PUSH OR DRAG (5 × MAX LOAD)
20	40	60	60	120	300

MONEY

CP — 3
SP — 27
GP — 3396
PP —

FEATS

	PG.
Spellcrafting Prodigy - FRCS	38
Mounted Combat - PHB	98
Extend Spell	
Natural Spell	

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 - PBH	36
Trackless Step	
Resist Nature's Lure	
Wild Shape (3/day)	

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 15 %

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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