Cora Woodsheart — CHARACTER NAME
Meri — PLAYER

Druid 7 — CLASS AND LEVEL
Strongheart Halfling — RACE
True Neutral — ALIGNMENT
Mielikki — DEITY

Small — SIZE
29.0 — AGE
Female — GENDER
2'8" — HEIGHT
25 lbs — WEIGHT
Green — EYES
Red — HAIR
Fair — 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 50 — BASE HP (BEFORE CON) 36 — TEMPORARY HP — WOUNDS — NONLETHAL DAMAGE

SPEED 20 feet

AC ARMOR CLASS — TOTAL 19 = 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 — TOTAL 2 = 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 — TOTAL 0 = 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 (DEX MODIFIER)	1	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sling (bullet)/Sling(rock)	9/8	1d3 -1/1	20/x2
RANGE	**TYPE**	**NOTES**	
50ft	Bludgeoning	Simple, Thrown (racial +1 to attack w/ 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	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Spear +1/ Spear (melee)	6/5	1d6/1d6-1	20/x3
RANGE	**TYPE**	**NOTES**	
-	Piercing		

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Spear+1/Spear (ranged)	10/9	1d6/1d6 -1	20/x3
RANGE	**TYPE**	**NOTES**	
20ft	Piercing	Thrown (racial +1 to attack w/ thrown)	

AMMUNITION 1/1 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

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	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
☐	_____		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 (-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
Pearl of Power (L2)			Spear		
Holly and Mistletoe			Spear +1		
Spell Components Pouch			Quarterstaff +2		
Potions:			Bullets (11)		
-Cure Light Wounds		0.50	Staff of Life		
-Cure Moderate Wounds		0.50	XXXXX XX		
-Cure Moderate Wounds		0.50			
-Cure Moderate Wounds		0.50			
Wands:					
-Cure Light Wounds XXX					
Scrolls:					
-Spiritual Weapon					
-Summon Monster 3					
-Cure Moderate Wounds x4					
-Cure Serious Wounds x3					
			TOTAL WEIGHT CARRIED		19.5

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

LANGUAGES

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

Halfling
Common
Druidic
Shaaran
Sylvan

SPELLS

PRIMARY SPELLCASTING STATISTIC: WIS
DOMAINS/SPECIALTY SCHOOL:

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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