Lyall — CHARACTER NAME
Meri — PLAYER

Druid's Animal Companion (6d8) — CLASS AND LEVEL
Dog, Riding — RACE
True Neutral — ALIGNMENT
DEITY

Medium — SIZE
AGE
Female — GENDER
HEIGHT
WEIGHT
EYES
HAIR
SKIN

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	17	3		
DEX DEXTERITY	17	3		
CON CONSTITUTION	16	3		
INT INTELLIGENCE	2	-4		
WIS WISDOM	12	1		
CHA CHARISMA	6	-2		

	TOTAL	BASE HP (BEFORE CON	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE
HP HIT POINTS	47	29			

SPEED: 40 feet

AC ARMOR CLASS: 24 = 10 + 3 (ARMOR BONUS) + 0 (SHIELD BONUS) + 3 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 8 (NATURAL ARMOR) + 0 (DEFLECTION MODIFIER) + (MISC MODIFIER)

DAMAGE REDUCTION

TOUCH ARMOR CLASS: 13
FLAT-FOOTED ARMOR CLASS: 21

INITIATIVE MODIFIER: 3 = 3 (DEX MODIFIER) + (MISC MODIFIER)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	8	5	3			
REFLEX (DEXTERITY)	8	5	3			
WILL (WISDOM)	3	2	1			

CONDITIONAL MODIFIERS: Devotion: +4 morale bonus on will saves against enchantment spells and effects

BASE ATTACK BONUS: 4

SPELL RESISTANCE:

GRAPPLE MODIFIER: 7 = 4 (BASE ATTACK BONUS) + 3 (STRENGTH MODIFIER) + 0 (SIZE MODIFIER) + (MISC MODIFIER)

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	7	4	3	0	
RANGED attack bonus	7	4	3	0	

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Bite	7	1d6+4	20/x2

RANGE	TYPE	NOTES
0	P/S/B	On a hit with a bite attack, can attempt to Trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Lyall.

AMMUNITION

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

SKILLS

MAX RANKS (CLASS/CROSS-CLASS): /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Appraise ■	INT	-4	-4		
☐	Balance ■	DEX	3	3		
☐	Bluff ■	CHA	-2	-2		
☐	Climb ■	STR	3	3		
☐	Concentration ■	CON	3	3		
☐	Craft ■ (_____)	INT	-4	-4		
☐	Craft ■ (_____)	INT	-4	-4		
☐	Craft ■ (_____)	INT	-4	-4		
☐	Decipher Script	INT	-4	-4		
☐	Diplomacy ■	CHA	-2	-2		
☐	Disable Device	INT	-4	-4		
☐	Disguise ■	CHA	-2	-2		
☐	Escape Artist ■	DEX	3	3		
☐	Forgery ■	INT	-4	-4		
☐	Gather Information ■	CHA	-2	-2		
☐	Handle Animal	CHA	-2	-2		
☐	Heal ■	WIS	1	1		
☐	Hide ■	DEX	3	3		
☐	Intimidate ■	CHA	-2	-2		
☑	Jump ■	STR	10	3	3	4
☐	Knowledge (_____)	INT	-4	-4		
☐	Knowledge (_____)	INT	-4	-4		
☐	Knowledge (_____)	INT	-4	-4		
☐	Knowledge (_____)	INT	-4	-4		
☐	Knowledge (_____)	INT	-4	-4		
☑	Listen ■	WIS	5	1	4	
☐	Move Silently ■	DEX	3	3		
☐	Open Lock	DEX	3	3		
☐	Perform (_____)	CHA	-2	-2		
☐	Perform (_____)	CHA	-2	-2		
☐	Perform (_____)	CHA	-2	-2		
☐	Profession (_____)	WIS	1	1		
☐	Profession (_____)	WIS	1	1		
☐	Ride ■	DEX	3	3		
☐	Search ■	INT	-4	-4		
☐	Sense Motive ■	WIS	1	1		
☐	Sleight of Hand	DEX	3	3		
☐	Spellcraft	INT	-4	-4		
☑	Spot ■	WIS	6	1	5	
☑	Survival ■	WIS	3	1	2	*
☑	Swim ■	STR	4	3	1	
☐	Tumble	DEX	3	3		
☐	Use Magic Device	CHA	-2	-2		
☐	Use Rope ■	DEX	3	3		
☑	*Survival (Tracking by scent)	WIS	7	1	2	4
☐			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.)

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

CAMPAIGN

EXPERIENCE POINTS

GEAR

Wearing? Yes No

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Studded Leather Barding	Light	3	5

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	15%	40	20.00	

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.
Military Saddle		30.00	Cora		41.50
Handy Haversack		5.00			
			TOTAL WEIGHT CARRIED		96.5

100	200	300			1,500
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.

Alertness

Track (B)

Power Attack

Cleave

SPECIAL ABILITIES

PG.

Low-light Vision

Scent

Evasion

Link

Share Spells

Devotion

LANGUAGES

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

SPELLS

PRIMARY SPELLCASTING STATISTIC	DOMAINS/SPECIALTY SCHOOL
	Tricks

0: Combat Riding: Attack, Come, Defend, Down, Guard, Heel

1ST: Attack (All Creatures)

2ND: Track

3RD: Seek

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

15 %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	10	0		0
	11	1ST		0
	12	2ND		0
	13	3RD		0
	14	4TH		0
	15	5TH		0
	16	6TH		0
	17	7TH		0
	18	8TH		0
	19	9TH		0

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