DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

CHARACTER NAME	PLAYER	CLASS AND LEVEL	RACE	ALIGNMENT	DEITY
Lelenia Naiio	Debi	Scout 8	Elf	True Neutral	St Cuthbert

SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN
Medium	110.0	Female	5'6	112	Green	Brown	Pale

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	11	0		
DEX DEXTERITY	18	4		
CON CONSTITUTION	8	-1		
INT INTELLIGENCE	11	0		
WIS WISDOM	12	1		
CHA CHARISMA	9	-1		

HP HIT POINTS — TOTAL 47 — BASE HP (BEFORE CON BONUS) 55 — TEMPORARY HP — WOUNDS — NONLETHAL DAMAGE

SPEED 40 feet

AC ARMOR CLASS — 20 = 10 + 5 (ARMOR BONUS) + 0 (SHIELD BONUS) + 4 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 1 (NATURAL ARMOR) + 0 (DEFLECTION MODIFIER) + (MISC MODIFIER)

TOTAL

AC = 22 when moving >10'

DAMAGE REDUCTION

TOUCH ARMOR CLASS 14

FLAT-FOOTED ARMOR CLASS 16

INITIATIVE MODIFIER — 5 = 4 (DEX MODIFIER) + 1 (MISC MODIFIER)

TOTAL

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

CONDITIONAL MODIFIERS

BASE ATTACK BONUS 6

SPELL RESISTANCE

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

TOTAL

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	6 =	6	+ 0	+ 0	+ 0
RANGED attack bonus	11 =	6	+ 4	+ 0	+ 1
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

11 (base) +1 weapon +1 Point Blank Shot up to 30'

+1 weapon +1 Point Blank Shot

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Long Bow+1	8 for second shot 13 (12 if shot is >30' away)	1d8+2	20/x3
RANGE	**TYPE**	**NOTES**	
100'	Piercing	+1d6 damage when moving (skirmish)	

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortsword	6	1d6	19-20/x2
RANGE	**TYPE**	**NOTES**	
-	Piercing	+1d6 damage when moving (skirmish)	

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Masterwork Dagger	7	1d3	19-20/x2
RANGE	**TYPE**	**NOTES**	
-	Piercing		

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	**TYPE**	**NOTES**	

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

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

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
☐	Appraise ■	INT	0	= 0	+	+
■	Balance ■	★DEX	6	= 4	+ 2	+
☐	Bluff ■	CHA	-1	= -1	+	+
■	Climb ■	★STR	0	= 0	+	+
☐	Concentration ■	CON	-1	= -1	+	+
■	Craft ■ (Bowmaking)	INT	4	= 0	+ 4	+
☐	Craft ■ ( )	INT	0	= 0	+	+
☐	Craft ■ ( )	INT	0	= 0	+	+
☐	Decipher Script	INT	0	= 0	+	+
☐	Diplomacy ■	CHA	-1	= -1	+	+
☐	Disable Device	INT	0	= 0	+	+
☐	Disguise ■	CHA	-1	= -1	+	+
■	Escape Artist ■	★DEX	6	= 4	+ 2	+
☐	Forgery ■	INT	0	= 0	+	+
☐	Gather Information ■	CHA	-1	= -1	+	+
☐	Handle Animal	CHA	-1	= -1	+	+
■	Heal ■	WIS	3	= 1	+ 2	+
■	Hide ■	★DEX	8	= 4	+ 4	+
☐	Intimidate ■	CHA	-1	= -1	+	+
■	Jump ■	★STR	0	= 0	+	+
■	Knowledge (Dungeoneering)	INT	0	= 0	+	+
■	Knowledge (Geography)	INT	4	= 0	+ 4	+
■	Knowledge (Nature)	INT	4	= 0	+ 4	+
☐	Knowledge ( )	INT	0	= 0	+	+
☐	Knowledge ( )	INT	0	= 0	+	+
■	Listen ■	WIS	11	= 1	+ 10	+
■	Move Silently ■	★DEX	11	= 4	+ 7	+
☐	Open Lock	DEX	4	= 4	+	+
☐	Perform ( )	CHA	-1	= -1	+	+
☐	Perform ( )	CHA	-1	= -1	+	+
☐	Perform ( )	CHA	-1	= -1	+	+
☐	Profession ( )	WIS	1	= 1	+	+
☐	Profession ( )	WIS	1	= 1	+	+
■	Ride ■	DEX	4	= 4	+	+
■	Search ■	INT	11	= 0	+ 11	+
■	Sense Motive ■	WIS	4	= 1	+ 3	+
☐	Sleight of Hand	★DEX	5	= 4	+ 1	+
☐	Spellcraft	INT	0	= 0	+	+
■	Spot ■	WIS	11	= 1	+ 10	+
■	Survival ■	WIS	8	= 1	+ 7	+
■	Swim ■	★STR	3	= 0	+ 3	+
■	Tumble	★DEX	7	= 4	+ 3	+
☐	Use Magic Device	CHA	-1	= -1	+	+
■	Use Rope ■	DEX	11	= 4	+ 7	+
☐			0	=	+	+
☐			0	=	+	+
☐			0	=	+	+

■ *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.

Shackled City

CAMPAIGN

29,732 / 36,000

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Mythril Chain Shirt	Light	5	6

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0	15%	40	5.00	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Bracers of Archery	0	1	

SPELL FAILURE	SPECIAL PROPERTIES
0%	+1 Attack Bonus

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Pendant of Natural Armor	1	0.00	+1 AC

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Long Bow					
Arrows		3.00			
Shortsword					
Rope (50' x 2)					
Explorer's Outfit		8.00			
Magic Quiver					
Thunderstone x1					
Unholy Arrow x 1					
			TOTAL WEIGHT CARRIED		17

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 — 1155

GP — 15821

PP —

FEATS

PG.

- Track
- Point Blank Shot (+1 Ranged Attack Bonus up to 30')
- Rapid Shot (+1 attack per round)
- Precise Shot (no penalty to shooting into melee)
- Martial Weapon Proficiency (Longbow)
- Blind Fight (reroll miss against concealment) [bonus]
- Armor Proficiency (Light) [Bonus]

SPECIAL ABILITIES

PG.

- Skirmish (+1d6 additional damage if move >10')
- Skirmish (+2d6, +2AC)
- Trapfinding
- Uncanny Dodge (Cannot be caught flatfooted)
- Fast Movement (+10ft)
- Trackless Step (cannot be tracked)
- Evasion
- Flawless Stride (move @ normal speed through terrain that slows)
- Simple Weapon Proficiency
- Weapon Proficiency: Throwing Axe, Short Sword, Shortbow
- Camouflage (can use hide anywhere)

LANGUAGES

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

- Common
- Elvish

SPELLS

PRIMARY SPELLCASTING STATISTIC | DOMAINS/SPECIALTY SCHOOL

0:

1ST:

2ND:

3RD:

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.