* amu (vest) of N.A. 3
ring (holbd) of prot 3
+4 magic armor 4
10

Lexus
CHARACTER NAME

Mike
PLAYE

Cleric
CLASS

Human
RACE

LE
ALIGNMENT

DEITY

15 LEVEL | Med SIZE | 45 AGE | M GENDER

5'10" HEIGHT | 150 WEIGHT | Hazel EYES | Brown HAIR

DUNGEONS & DRAGONS
CHARACTER RECORD SHEETS

8 + (14 x 9.5) = 141

ability inc.

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	13	1		
+1 DEX DEXTERITY	16	3	20	5
CON CONSTITUTION	16	3	20	5
INT INTELLIGENCE	15	2		
+2 WIS WISDOM	20	5	24	7
CHA CHARISMA	12	1		

HP HIT POINTS — TOTAL 141 — WOUNDS/CURRENT HP — SUBDUAL DAMAGE

AC ARMOR CLASS — TOTAL 34 = 10 + 13 (ARMOR BONUS) + (SHIELD BONUS) + 5 (DEX MOD) + (SIZE MOD) + 6 (MISC MOD)

20 ARCANE SPELL FAILURE | -3 ARMOR CHECK PENALTY

SPEED 20 — combat armor — **ARMOR TYPE**

INITIATIVE MODIFIER — TOTAL 9 = 5 (DEX MOD) + 4 (MISC MOD)

BASE ATTACK BONUS

Skill pt.
16
40
16
72

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	21	9	5	4	3	
REFLEX (DEXTERITY)	17	5	5	4	3	
WILL (WISDOM)	22	9	7	4	3	

CONDITIONAL MODIFIERS

cloak of res ↑ 2GF/LR/IW/Ivelstone

	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS			DEX MOD			

CONDITIONAL MODIFIERS

SKILLS MAX RANKS 1

CROSS CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	=	ABILITY MOD	+	RANKS	+	MISC MOD
☐	concentration	Con	20	=	5	+	15	+	
☐	heal	Wis	20	=	7	+	13	+	
☐	scry	Int	20	=	2	+	18	+	
☐	hide (cross)	Dex	10	=	5	+	5	+	
☐	swim (cross)	Str	5	=	1	+	4	+	
☐	climb (cross)	Str	5	=	1	+	4	+	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

750
250 (mw)
,000
,000

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	CHECK PENALTY
combat armor	med	+9 (+13)	-3

MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+5	20% (arc)	20	25	+4 magic

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	SPELL FAILURE	CHECK PENALTY

SPECIAL PROPERTIES

AMMUNITION

CHARACTER ILLUSTRATION

LIFT OVER HEAD — EQUALS MAX LOAD

LIFT OFF GROUND — 2 x MAX LOAD

PUSH OR DRAG — 5 x MAX LOAD

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Lexus

CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	ITEM
periapt of WIS (+4)	16,000
bracers of CON (+4)	16,000
gloves of DEX (+4)	16,000
amulet of N.A. (+3AC)	18,000
ring of prot. (+3AC)	18,000
winged boots (2 hrs)	12,000
cloak of res. (+4 sv)	16,000
luckstone (+1)	10,000

vest

hdbd

MONEY

SPELLS

SPELL SAVE 7 DC MOD

NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)

0 9+2 1ST 5+2 2ND 5+2 3RD 4+2 4TH 4+2

5TH 4+2 6TH 3+2 7TH 2+2 8TH 0+2 9TH

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
17	0	7	0
18	1ST	6	2
19	2ND	6	2
20	3RD	6	2
21	4TH	5	1
22	5TH	5	1
23	6TH	4	1
24	7TH	3	1
25	8TH	2	
	9TH		

SPELLS

See separate page

LANGUAGES

SPECIAL ABILITIES/FEATS

Human
7 feats

Turn Undead (free)
Technical Prof. (free)
Great Fortitude
Lightning Reflexes
Iron Will
Improved Initiative
Weapon Finesse (touch spells)
Maximize Spell
Sculpt Spell

Simple Weapons & All Armor (free)

NOTES

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