Kensu — CHARACTER NAME
Mike Ridgaway — PLAYER
Wise Man Lv. 6 — CLASS AND LEVEL
CAREER LEVEL
RACE
ALIGNMENT
DEITY
M — 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	16	3		
DEX DEXTERITY	18	4		
CON CONSTITUTION	18	4		
INT INTELLIGENCE	16	3		
WIS WISDOM	14	2		
CHA CHARISMA	12	1		

HP HIT POINTS — TOTAL 152 — WOUNDS/CURRENT HP — NONLETHAL DAMAGE

SPEED 30

AC ARMOR CLASS — TOTAL 15 = 10 + ARMOR BONUS 0 + SHIELD BONUS 1 + DEX MODIFIER 4 + SIZE MODIFIER 0 + NATURAL ARMOR 0 + DEFLECTION MODIFIER 0 + MISC MODIFIER 0

DAMAGE REDUCTION 0

TOUCH ARMOR CLASS 14 — **FLAT-FOOTED** ARMOR CLASS 11

INITIATIVE MODIFIER — TOTAL 4 = DEX MODIFIER 4 + MISC MODIFIER 0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	7	3	4	0	0	
REFLEX (DEXTERITY)	7	3	4	0	0	
WILL (WISDOM)	8	6	2	0	0	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS 6 — **SPELL RESISTANCE** 0

GRAPPLE MODIFIER — TOTAL 9 = BASE ATTACK BONUS 6 + STRENGTH MODIFIER 3 + SIZE MODIFIER 0 + MISC MODIFIER 0

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sword of Thunder (Lv. 0)	+10/+5	1d8+3	19-20/x2
RANGE	**TYPE**	**NOTES**	
-	Stab/Slash	Melee attack deals non-elemental damage.	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sword of Thunder (Lv. 1)	+10	1d8+4	19-20/x2
RANGE	**TYPE**	**NOTES**	
60 ft.	Split Line	Spend 1 move action to charge from Lv. 0 to Lv. 1.	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sword of Thunder (Lv. 2)	+11	2d8+5	19-20/x2
RANGE	**TYPE**	**NOTES**	
90 ft.	Spread Cone	Spend 1 move action to charge from Lv. 1 to Lv. 2.	

AMMUNITION Destroys iron walls

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sword of Thunder (Lv. 3): 40	+12	4d8+6	19-20/x2
RANGE	**TYPE**	**NOTES**	
120 ft.	Screen Wipe	Spend 1 move action to charge from Lv. 2 to Lv. 3.	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Crystalis	+14	4d12+8	18-20/x3
RANGE	**TYPE**	**NOTES**	
150 ft.	Wider Line	As a full-round action, combine all swords to form Crystalis.	

AMMUNITION _____

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) 3.0/1.5

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Appraise ■	INT	3.0	3		
☐	Balance ■	DEX*	4.0	4		
☐	Bluff ■	CHA	11.0	1	7.0	3
☐	Climb ■	STR*	3.0	3		
☐	Concentration ■	CON	11.0	4	4.0	3
☐	Craft ■ (_____)	INT	3.0	3		
☐	Craft ■ (_____)	INT	3.0	3		
☐	Craft ■ (_____)	INT	3.0	3		
☐	Decipher Script	INT	0.0	3		
☐	Diplomacy ■	CHA	1.0	1		
☐	Disable Device	INT	10.0	3	4.0	3
☐	Disguise ■	CHA	12.0	1	8.0	3
☐	Escape Artist ■	DEX*	4.0	4		
☐	Forgery ■	INT	3.0	3		
☐	Gather Information ■	CHA	1.0	1		
☐	Handle Animal	CHA	0.0	1		
☐	Heal ■	WIS	2.0	2		
☐	Hide ■	DEX*	13.0	4	4.0	5
☐	Intimidate ■	CHA	7.0	1	3.0	3
☐	Jump ■	STR*	3.0	3		
☐	Knowledge (Dungeoneer)	INT	11.0	3	5.0	3
☐	Knowledge (_____)	INT	0.0	3		
☐	Knowledge (_____)	INT	0.0	3		
☐	Knowledge (_____)	INT	0.0	3		
☐	Knowledge (_____)	INT	0.0	3		
☐	Listen ■	WIS	2.0	2		
☐	Move Silently ■	DEX*	13.0	4	4.0	5
☐	Open Lock	DEX	10.0	4	3.0	3
☐	Perform (_____)	CHA	0.0	1		
☐	Perform (_____)	CHA	0.0	1		
☐	Perform (_____)	CHA	0.0	1		
☐	Profession (_____)	WIS	0.0	2		
☐	Profession (_____)	WIS	0.0	2		
☐	Ride ■	DEX	4.0	4		
☐	Search ■	INT	3.0	3		
☐	Sense Motive ■	WIS	10.0	2	5.0	3
☐	Sleight of Hand	DEX*	0.0	4		
☐	Spellcraft	INT	0.0	3		
☐	Spot ■	WIS	2.0	2		
☐	Survival ■	WIS	8.0	2	3.0	3
☐	Swim ■	STR*	3.0	3		
☐	Tumble	DEX*	11.0	4	4.0	3
☐	Use Magic Device	CHA	0.0	1		
☐	Use Rope ■	DEX	4.0	4		
☐	_____	____				
☐	_____	____				
☐	_____	____				

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an X if the skill is a class skill for the character.*
* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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CAMPAIGN

Current: 700 Next Level: 1200

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Carapace Shield	+1		

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Fruit of Power (40 MP)			$110		
Love Pendant					
+1/saves w/in 30 ft. of Asina					
Ball of Thunder					
Storm Bracelet					
			TOTAL WEIGHT CARRIED	0.0	

0	0	0	0	0	0
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 — 0

SP — 0

GP — 0

PP — 0

FEATS

	PG.
Stealthy	
Endurance (+4/nonlethal dmg)	
Diehard (conscious at -9 HP)	

SPECIAL ABILITIES

	PG.
Change	
- Standard action; 20 MP	
- Transform into any humanoid	
- 2x cost on target; DC 15	
Flight	
- Swift action; 6 MP / round	
- Levitate 10 ft.; move normally	
- 2x cost on target; DC 15	

LANGUAGES

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

SPELLS

DOMAINS/SPECIALTY SCHOOL:

104 MP

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

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