

RUINS OF FEAR AND MADNESS

A Random Dungeon for Use With D&D Miniatures

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Based on the original DUNGEONS & DRAGONS[®] game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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This 5th-level random dungeon uses Harbinger miniatures. It's designed to play faster than the typical random dungeon, with fewer, more challenging encounters, so that you can play a delve in 2 to 3 hours.

Ruins of Fear and Madness uses some rule variants. They demonstrate how you can customize random dungeon play to your own needs and preferences.

This material includes:

- Dungeon rules and deck list
- Six 5th-level PCs created with Miniatures Handbook rules
- Character Introduction describing the six characters in general terms
- 6 card images to include as special cards in the dungeon deck

DUNGEON RULES AND DECK LIST

Map: Use the map from the Dungeon Master's Guide or any other suitable map, as described in the Miniatures Handbook.

Miniatures: All the miniatures come from the first set, Harbinger. The rarer a miniature is, the fewer of them appear in the dungeon.

Statues: A room can contain one or two statues. This rule makes the delve faster. You can download images for the five statue cards; they work best if you put them (and the rest of the cards) in card sleeves. A PC can 'activate' an adjacent statue as a standard action. Activating it confers the bonus on all the PCs. Defeating the monsters in the room does not activate the statue and is not necessary for activating the statue. This rule encourages more dynamic combat as PCs maneuver toward the statues.

Draw Three: This card is also available for download.

Slaves: The four Kuo-Toas are a new kind of creature-slaves. Whenever the party encounters drow, add one Kuo-Toa to the encounter for each drow. These are the drow's slaves and bodyguards. Keep the stat cards for the Kuo-Toas out of the deck. The party only encounters them with drow and always encounters them when they encounter drow.

Wandering Monsters: At the end of every round, roll for wandering monsters. There's a 20% chance that one shows up. Wandering monster cards are cycled back into the deck when the monsters are defeated.



Doors: In playtest, opening a door was a standard action. You can handle doors however you like.

Rules Variant—Effect Durations: The Umber Hulk and Mind Flayer have effects that take characters out of commission for a long time (8 rounds for the Umber Hulk's confusion effect and 3d4 rounds for the Mind Flayer's mind blast). In a fast-action dungeon like this one, these effects can mean that a player is out of the action for a large portion of the delve. As a variant rule, allow a confused or mind-blasted character to make a save at the end of each turn to recover, but only once the character no longer has line of sight to the creature that affected it. (Once the creature is dead, the affected characters no longer have line of sight to it.) With this rule, a player can get back into the action more quickly.

Rules Variant—Summon Baatezu: If you don't have a second bearded devil for the bearded devil to try to summon, you can substitute some other suitable creature or creatures, such as a Dire Boar.

Adjusting the Dungeon Level: For higherlevel parties, remove one statue and limit statues to one per room. The party will then have to fight more encounters in order to win. For a real beating, you can also make some of the individual creatures, such as the Mind Flayer, lurkers. For lower-level parties, reduce the number of statues needed to three or two. You could also (or instead) draw fewer than four cards, but then it will take longer to find the statues. Be careful not to make the delve take too long.

RANDOM DUNGEON CARD LIST

Card	Number	C
	Number	Group/Type
Shambling Mound	I	—
Mind Flayer	1	—
Umber Hulk	1	—
Medusa	1	—
Drow Archer + Kuo-Toa	2	drow
Drow Fighter + Kuo-Toa	2	drow
Dwarf Axefighter	1	friend
Bearded Devil	1	infernal
Barghest	1	infernal
Hell Hound (x2)	2	infernal
Human Executioner	2	infernal
Wraith	1	lurker
Werewolf	1	lurker
Half-Orc Monk	2	orc
Half-Orc Assassin	2	orc
Wolf (x2)	1	pet
Draw Three	1	—
Statues	5	—

PLAYER INTRO

Your job is to find four magic statues or die trying.

The six PCs include four with new classes (favored soul, healer, marshal, and warmage) and two new monsters suitable as PC races (catfolk and stonechild), all from the *Miniatures Handbook*. Additionally, the characters have spells and magic items from the *Miniatures Handbook*.

These characters do not appear as miniatures in the Harbinger set, so you'll have to improvise with the miniatures you have.

CATFOLK RANGER

Your job is to kill the monsters before they get to the party. You're top-notch with your magic bow, and you have

silver arrows to use against lycanthropes and other creatures. You have a wolf companion that knows several combat-oriented commands.

Sometimes you have to mix it up and get into melee. An extra melee combatant can help the party keep better control over the battlefield.

Once, you can cast lightfoot as a swift action (like a quickened spell). For that round only, any movement by you does not provoke attacks of opportunity. Use this spell to get out of trouble. You also have a potion of cure moderate wounds in case of emergency.

You are a native of the distant plains. Fighting in a dungeon is a strange experience for you but you can usually keep your distance from the truly gruesome denizens.

ELF HEALER

Your job is to keep the rest of the team going. There's no cleric in this party, so the other characters' lives are in your hands.

You get to add your Cha bonus to all your healing rolls with spells. (This bonus has already been figured into your stats.)

You can cast the close wounds spell at feather fall speed. When someone is about to die, you can heal him or her before they do.

Sometimes you're going to have to endure attacks of opportunity in order to do your job. Drawing attacks away from your friends is almost as good as healing them. If you have to use your spear, remember your belt of one mighty blow. It gives you bonus damage one time if you hit.

<u>HALF-ELF MARSHAL</u>

Your job is to give the party the edge it needs to get the job done fast.

You help your allies by bolstering their abilities, bringing out their best with a constant barrage of advice and encouragement. At any time, you can have two auras active, a major one and a minor one. Each aura gives the rest of the party a nice bonus, like 1 point of damage reduction or +3 to AC against attacks of opportunity.

You're also a competent combatant, if not of a fighter's caliber. You have alchemist's fire to use against a hard target.

HALFLING FAVORED SOUL

You're a divine spellcaster like a cleric but you know and cast spells like a sorcerer.

You're a switch-hitter. When the group needs attack spells, you have them. When the group needs healing, you have that, too. Your AC is good, so you can even serve as a temporary barrier for the less well-armored members of the party.

You have a tanglefoot bag that you can use to entangle one creature, and you have a wand of cure light wounds.

HUMAN WARMAGE

Your job is to blow things up.

You can cast any spell on the warmage list, and you cast on the fly, like a sorcerer. Your spells are almost all damage spells. You even get to add your Int bonus to damage.

If you find yourself fighting creatures that have spell resistance, cut loose with conjurations such as Melf's acid arrow or your energy orbs. Conjurations penetrate SR. Hitting a drow with acid arrow is a lot like throwing a bucket of acid on it; SR doesn't help.

If you die with good spells uncast, you've let the party down.

STONECHILD

Your job is to lay down serious pain with your greatsword.

Your AC is good, so don't be afraid to take a hit for the team.

You can transmute up to nine stones with your magic stone spell. They're decent short-range weapons, they have a +1 enhancement bonus (letting them penetrate some DR), and they deal extra damage against undead.

You are a native of the elemental plane of earth, and you are made of earth and stone. You feel safe on this plane where the creatures are weak and soft. They fall under your blade, and their own weapons turn aside against your stony skin.

(This character counts as ECL 6, but that's close enough for a delve in this random dungeon.)



CHARACTER NAME	PLAYER	£	<u>U</u> NGEON S
Ranger 4 (ECL 5)	Catfolk		
CLASS AND LEVEL		DEITY	JRAGON 5'
SIZE AGE GENDER HEIGHT	WEIGHT EYES HAIR	– <u>SKIN</u> Charac	cter Record Sheet
	WEIGHT ETES HAIK		
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY POINT BUY SCORE MODIFIER SCORE MODIFIER COST	TOTAL WOUNDS/CURRENT HP	NONLETH DAMAG	AL SPEED
STR 14 2	IP 25		40 ft.
	10 = 10 + 4 + 0	+ 5 + 0 + 1	+ + DAMAGE REDUCTION
	TOTAL ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL MODIFIER MODIFIER ARMOR	DEFLECTION MISC MODIFIER MODIFIER
		_	
INT 10 0 armo	UCH or class15FLAT-FOOTED armor class15	ζTTI	SKILLS (CLASS/CROSS-CLASS)
WIS 12 1		SKILL NAME	KEY SKILL ABILITY RANKS MODIFIER MODIFIER
CHA 10 0	$\begin{array}{c} \mathbf{TIATIVE} \\ +5 \\$	☐ Appraise ■	INT =++
	TOTAL DEX MISC MODIFIER MODIFIER	□ Balance ■	DEX*++
SAVING THROWS TOTAL BASE ABILITY MAG	GIC MISC. TEMPORARY IFIER MODIFIER MODIFIER conditional modifiers	Bluff∎	CHA =++
FORTITUDE (constitution) 6 = 4 + 1	+ +	□ Climb ■	STR* =++++
$\begin{array}{c} \textbf{REFLEX} \\ \text{(dextenty)} \end{array} \qquad 10 = 4 + 5 + 1 \end{array}$		□ Concentration ■ □ Craft ■ (stonemasonry)	CON = ++
		□ Craft \blacksquare (weaponsmithing)	INT =+
WILL 3 = 1 + 1 + 1 (wisdom) 3 = 1 + 1 + 1		□ Craft ■ () INT=++
	SPELL	Decipher Script	INT =++
BASE ATTACK BONUS +4	RESISTANCE	□ Diplomacy ■ □ Disable Device	CHA =++ INT =++
		 □ Disguise ■ 	CHA =+
GRAPPLE =		□ Escape Artist ■	DEX*++
TOTAL BASE ATTACK BONUS	STRENGTH SIZE MISC MODIFIER MODIFIER MODIFIER	□ Forgery ■	INT =++
		□ Gather Information ■	CHA =++ CHA $+7$ =++
		☐ Handle Animal ☐ Heal ■	WIS $+8 = 1 + 7 +$
+1 mty comp longbow +10	1d8+3 × 3	□ Hide ■	DEX*++
RANGE TYPE Add +1 attack & dn	NOTES ng within 30 ft., Rapid Shot: +8/+8	□ Intimidate ■	CHA =++
110 ft. pierce Precise Sho	ot, silver arrow: –1 damage	□ Jump ■ □ Knowledge (STR* =++) INT =++
AMMUNITION 00000		□ Knowledge () INT
ATTACK ATTACK BONN	US DAMAGE CRITICAL	☐ Knowledge () INT=++
mwk greatsword +6	2d6+2 19–20	□ Knowledge () INT=+
RANGE TYPE	NOTES	☐ Knowledge () INT =+ WIS $^{+10}$ =+ 7 + 2
	NOTES	☐ Move Silently ■	$DEX^{*} + \frac{13}{2} = \frac{5}{2} + \frac{7}{2} + \frac{12}{2}$
		🗆 Open Lock	DEX =++
AMMUNITION 00000 00000) CHA =++
	US DAMAGE CRITICAL	□ Perform () CHA=++) CHA=+
		\Box Profession () WIS++
RANGE TYPE	NOTES	□ Profession () WIS++
		□ Ride ■ □ Search ■	DEX = ++++++
		☐ Search ■	INT =++ WIS =++
		□ Sleight of Hand	DEX*=++
ATTACK ATTACK BONK	US DAMAGE CRITICAL	Spellcraft	INT =++
		□ Spot ■	WIS $+8$ $=$ 1 $+7$ W/IS $+8$ $=$ 1 $+7$
RANGE TYPE	NOTES	□ Survival ■ □ Swim ■	WIS +8 = 1 +7 + STR* = -+ + -+ +
		□ Tumble	DEX*++
AMMUNITION 00000 00000		Use Magic Device	CHA =++
		□ Use Rope ■	DEX = ++++++++
ATTACK ATTACK BONK	US DAMAGE CRITICAL	□	=++
			=++
RANGE TYPE	NOTES	Denotes a skill that can be used untra	iined.
		 Mark this box with an X if the skill is a * Armor check penalty, if any, applies. (I 	a class skill for the character.

One-shot						FEATS			SPELLS	;	
CAMPAIGN						PG. 1st-level: PB Shot			PREPARED:		
						3rd-level: Precise Shot					
XPERIENCE POINTS						Rgr1: Track	0:				
	C	EAR				Rgr2: Rapid Shot					
ARMOR/PROTECTIVE	ТЕМ	YPE	AC BONUS	MAX	DEX	Rgr3: Endurance	1st: (1)				
+1 studded leathe	·	ight	+4	+5					oesn't provoke on to cast)		
HECK PENALTY SPELL FAIL			SPECIAL PR	OPERTIE	S						
0 —	40 ft.										
SHIELD/PROTECTIVE IT	EM AC B	ONUS W		K PENAL	TV		2nd:				
	AC B	UNUS W		K PENAL	_1 1						
SPELL FAILURE		SPECIAL PROP	PERTIES								
						(b) = bonus feat	3rd:				
PROTECTIVE ITEM						SPECIAL ABILITIES					
PROTECTIVE TIEM	AC BON	US WEIGHT	SPECIAL PRO	OPERTIE	S	PG.					
						low-light vision base speed 40 ft.	4th:				
PROTECTIVE ITEM	AC BON		SPECIAL PRO	OPERTIE	S	+2 Listen, Move Silently					
	OTHER P	OSSESSI	ONS			+1 natural armor	5th:				
ITEM	PG. WT.		ITEM	PG.	WT.						
loak/protection +1						+2 damage against evil outsiders	6th:				
0 silver arrows											
otion: cure moderate wounds						animal companion: wolf. Tricks (6+1)	7th:				
						attack (any), come, defend, down, guard,					
						heel.	8th:				
					-		9th				
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			2 x MAX LOAD M.	AX LOAD		Common, Feline			5TH		
	M	ONEY									
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sp —									7TH		
gp —									8TH		
рр —									9TH		

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SPELLS

BONUS SPELLS

CLASS AND LEVEL RACE ALIGNMENT DEITY Character Record Sheet	CHARACT	ER NAME		PLAYER						5											
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ATTACK ATTACK BONUS DAMAGE CRITICAL light crossbow +4 1d8 19–20 RANGE TYPE NOTES 80 ft. p Iisten ■ WIS = + + + - MOVE Silently ■ DEX* = + + + - Open Lock DEX* = + + + - ATTACK ATTACK BONUS DAMAGE CRITICAL Perform () CHA = + + + + Open Lock DEX* = + + + + Open Lock DEX* = + + + + Perform () CHA = + + + + Open Lock DEX* = + + + + RANGE TYPE NOTES Perform () CHA = + + + Perform () CHA = + + + Perform () CHA = + + + RANGE TYPE NOTES Search ■ INT = + + + ATTACK ATTACK BONUS DAMAGE CRITICAL Search ■ INT = + + + AMMUNITION	AMMUNITIC	DN					÷ .		,		=	+	+								
Instruction Instrution Instruction Instruction		ATTACK				CRITICAL	🗌 Knowledge () INT		=	.+	.+								
RANCE TYPE NOTES 80 ft. p AMMUNITION BEX ATTACK ATTACK BONUS DAMAGE CITICAL Perform (CHA Profession (WIS Profession (WIS Search I INT Sense Motive I WIS Sense Motive I WIS Sense Motive I WIS Perform I Perform (Sense Motive I WIS Sense Motive I WIS Sense Motive I WIS Perform I Perform Sense Motive I WIS Perform I Perform <t< td=""><td></td><td></td><td></td><td></td><td></td><td>1</td><td>Ű,</td><td></td><td>,</td><td></td><td>=</td><td>+</td><td>.+</td></t<>						1	Ű,		,		=	+	.+								
80 ft. p AMMUNITION Open Lock DEX* =++ Open Lock DEX =++ Perform () CHA =++ Perform () WIS =++ Search = INT =++ Search = INT =++ Search = INT =++ Survial # <td></td> <td>0</td> <td></td> <td>NOTES</td> <td></td> <td></td> <td></td> <td></td> <td>,</td> <td></td> <td></td> <td></td> <td>_+</td>		0		NOTES					,				_+								
AMMUNITION Open Lock DEX = + + ATTACK ATTACK BONUS DAMAGE CRITICAL Perform () CHA = + + Perform () CHA = + + - RANGE TYPE NOTES Profession () WIS = + + ATTACK ATTACK BONUS DAMAGE CRITICAL Profession () WIS = + + RANGE TYPE NOTES Profession () WIS = + + - AMMUNITION				NOTES							=	+	+								
ATTACK ATTACK BONUS DAMAGE CRITICAL Perform () CHA = + + Perform () CHA = +									DEX		=	+	.+								
ATTACK ATTACK BONUS DAMAGE CRITICAL Perform () CHA = + + RANGE TYPE NOTES Profession () WIS = +	AMMUNITIC	DN							,		=	_+	_+								
RANCE TYPE NOTES Profession () WIS = + + RANCE TYPE NOTES Profession () WIS = + + AMMUNITION Image: Start and the start and the sed untrained. Image: Start and the sed untrained. Image: Start and the sed untrained. AATTACK ATTACK BONUS DAMAGE CRITICAL Spelcraft Image: Start and the sed untrained. AMMUNITION Image: Start and the sed untrained. Image: Start and the sed untrained. Image: Start and the start and the sed untrained.		ATTACK		NUS C	DAMAGE	CRITICAL			,		= =	_+	_+								
AMMUNITION									,		=	+	_+								
AMMUNITION	RANGE	ТҮРЕ		NOTES			— () WIS		=	.+	.+								
AMMUNITION											=	_+	_+								
ATTACK ATTACK BONUS DAMAGE CRITICAL Sleight of Hand DEX* = = + - + - <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td>_</td><td>-</td><td></td><td>+10</td><td></td><td></td><td></td></t<>							_	-		+10											
RANGE TYPE NOTES Survival WIS =++ Survival WIS =++ Swim STR* =++ Swim DEX* =++ Use Magic Device CHA =++ Use Rape DEX =++ Use Rope DEX =++ Denotes a skill that can be used untrained. =++ Mark this box with an X if the skill is a class skill for the character.																					
RANCE TYPE NOTES Survival Survival Swim Swim Swim Tumble DEX* = H Use Magic Device CHA H Use Rope DEX Image: Device CHA Image: Device Image: Devi		ATTACK	АТТАСК ВО	NUS C	DAMAGE	CRITICAL			INT	+7	=0	+7	+0								
RANCE TYPE NOTES											=	_+	_+								
AMMUNITION □ Tumble DEX* =++ □ Use Magic Device CHA =++ □ Use Rope ■ DEX =++ □ Use Rope ■ DEX =++ □ Use Rope ■ DEX =++ □ □ □ =++ □ □ □ =++ □ □ □ =++ □ □ □ =++ □ □ □ =++ □ □ □ =++ □ □ □ =++ □ □ □ =++ □ □ □ =++ □ □ □ =++ □ □ □ □ =++ □ □ □ □ =++ □ □ □ □ □ =++ □ □ □ □ □ □ □ □ <	RANGE	ТҮРЕ		NOTES							=	_+	_+								
ATTACK ATTACK BONUS DAMAGE CRITICAL DEX =++ Use Rope DEX =++ =++ RANGE TYPE NOTES Denotes a skill that can be used untrained. =++ Mark this box with an X if the skill is a class skill for the character. = ++							_				=	+	+								
ATTACK ATTACK BONUS DAMAGE CRITICAL Image: RANGE TYPE Image: RANGE Image: RANGE Image: RANGE TYPE NOTES Image: Range: Ra	AMMUNITIC	DN						vice		\mid	=	.+	.+								
RANGE TYPE NOTES Image: Definition of the character. Image: Definition of the character.		ATTACK							DEX	\mid	=	_+	_+								
RANCE TYPE NOTES B Denotes a skill that can be used untrained.		ALIACK	ATTACK BO	NUS C	DAMAGE	CRITICAL						.r	.+								
 Denotes a skill that can be used untrained. Mark this box with an X if the skill is a class skill for the character. 											=	+	+								
☐ Mark this box with an X if the skill is a class skill for the character.	RANGE	ТҮРЕ		NOTES			Denotes a skill that	can be used untr	ained.												
							Mark this box with	an X if the skill is	a class skill												

AMMUNITION

___ _____ _____ _____ _____

One-shot						FEATS			SPELLS	5	
CAMPAIGN						PG. Human: Dodge			PREPARED:		
						1st: Dash +5 ft. Speed					
XPERIENCE POINTS						3rd: Combat Casting					
		GEAR				Healer2: Skill Focus (Heal)		inor wounds			
ARMOR/PROTECTIVE IT	ЕМ	ТҮРЕ	AC BONUS	MAX							
+1 leather armor		TTPE	AC BONUS	MAA				ion/evil ght wounds (1			
CHECK PENALTY SPELL FAILU	JRE SPE	ED WEIGHT	SPECIAL PRO	PERTIE	S						
0	35f	ft.									
SHIELD/PROTECTIVE ITE	· M						2nd: (5) _ 5x cure m		nds (2d8+8)		
	AC	BONUS W	EIGHT CHECK	PENAL	TY						
SPELL FAILURE		SPECIAL PRO	PERTIES								
						(b) = bonus feat	3rd: (4)		24.2	\ \	
						SPECIAL ABILITIES	2x close w 2x cure se	rious wounds rious wounds	2d4+3 instantly (3d8+8))	
PROTECTIVE ITEM			SPECIAL PRO	PERTIE	S	PG.					
shirt/nat. armor	+	1				elf traits	4th:				
PROTECTIVE ITEM	AC BC		SPECIAL PRO	PERTIE	s	healing hands (add Cha bonus					
						to healing)					
	BASIC P	OSSESSIC	ONS			1 1 1 1	5th:				
ITEM	PG. W		ITEM	PG.	WT.	cleanse paralysis, disease, fear.					
periapt of wisdom +2						each 1/day	6th:				
belt/one mighty blow (1/day,											
deal +3d6 damage)											
	_										
							9th:				
							_	SPEL	L SAVE		
							_			DC N	 10D
							AR	CANE SP	ELL FAILU	RE	
								nal modifiers			
							_				
							_				
							SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	
		BASIC POS	SESSIONS GP VALU	E			-		0		
BASIC WT. + MAC	GIC WT.	= TOTA	AL WEIGHT CARRIED				-		1ST		
	ı	-,					-		2ND		Γ
						LANGUAGES			3RD		Г
LIGHT MEDIUM LOAD LOAD	HEAVY LOAD	HEAD	GROUND D	SH OR RAG		Initial languages = Common + racial					
LOAD		EQUALS MAX LOAD	2 x MAX LOAD MAX	5 x X LOAD		languages + one per point of Int bonus			4TH		
	N	IONEY					- 🛄		5TH		
ср —							-		6TH		
sp —							-		7TH		
gp —									8TH		Γ
рр —									9TH		Γ

%

BONUS SPELLS

0

CHARACTER NAME	PLAYER			L	Đu	IGE	ΘN	5	
Marshal 5	Half-elf				H	AGE) NIC	. 8	
CLASS AND LEVEL	RACE	ALIGNM	ENT DEIT						
SIZE AGE GENDER HEIGI	HT WEIGHT	EYES H	IAIR S	KIN CI	naracter	Reco	rd Sh	eet	
ABILITY ABILITY TEMPORARY TEMPORARY POINT B ABILITY NAME SCORE MODIFIER SCORE MODIFIER COST	TOTAL	WOUNDS/CUR	RENT HP		ONLETHAL DAMAGE		SPE	ED	
STR 14 +2	HP hit points 31	,					30	ft.	
DEX dexterity 13 +1	AC 23	= 10+ 9	+ 3 +		+	+		DAMAGE RI	EDUCTION
CON 12	TOTAL	ARMO BONU			URAL DEFLEC	TION N TIER MO			
		FLAT-FOOTE		i de la constante de la constan	SKIL	S	MA CLASS/CROS	X RANKS	
INT 10 0	armor class 11	armor class			KEY ABILITY	· ·	ABILITY	RANKS	MISC MODIFIER
WIS 8 -1	INITIATIVE modifier	+1 = +1	CLASS	SKILL NAME	ABILITY	MODIFIER	MODIFIER	RAINKS	MODIFIER
CHA charisma 16 +3	modifier	TOTAL DEX MODIFIE		Appraise ■	INT		=	.+	_+
SAVING THROWS TOTAL BASE ABII	LITY MAGIC MISC. T IFIER MODIFIER MODIFIER I] Balance ■] Bluff ■	DEX*		=	.+ +	_+
FORTITUDE] Climb ∎	CHA STR*		=	+	+
] Concentration ■	CON		=	.+	+
(dexterity)				Craft ■ (stonemasonry)			=	.+	_+
WILL 4 = 4 +	1 + 1 + +] Craft ■ (weaponsmithin Craft ■ (ng) INT) INT		=	.+	_+
] Decipher Script	INT		=	-' +	+
BASE ATTACK BONUS	3] Diplomacy 🔳	CHA	+18	=3	+8	+7
] Disable Device	INT		=	.+	_+
GRAPPLE =	+ + +	+] Disguise ■	CHA			.+	_+
modifier L TOTAL	SE ATTACK STRENGTH BONUS MODIFIER M	SIZE MISC IODIFIER MODIFIE] Escape Artist ■] Forgery ■	DEX* INT			+	
				Gather Information	CHA	+5	3	+0	+2
ATTACK ATT	ACK BONUS D	AMAGE CF] Handle Animal	CHA		=	.+	_+
+1 longsword	+6 1	d8+3 1	9-20 -] Heal ■	WIS		=	.+	_+
RANGE TYPE	NOTES] Hide ■] Intimidate ■	DEX* CHA		=	+	_+
— slash] Jump ■	STR*		=	+	+
AMMUNITION] Knowledge () INT		=	.+	_+
] Knowledge () INT		=	.+	_+
ATTACK ATT	ACK BONUS D	AMAGE CF] Knowledge (] Knowledge () INT) INT			.+	 _+
mwk mty cmp l-bow	+5 1	d8+2] Knowledge () INT		=	+	+
RANGE TYPE	NOTES] Listen 🔳	WIS	+8	=1		
110 ft. p	three +1 arrow	S] Move Silently ■] Open Lock	DEX*		=	.+	
)			Perform (DEX) CHA				_+
] Perform () CHA				+
1		ĺ		Perform () CHA		=	.+	_+
		l6 fire+		Profession () WIS			.+	
RANGE TYPE	NOTES splash all within 5 ft. for 1	damage] Profession (] Ride ■) WIS DEX			.+	
10 ft.	1d6 fire damage on 2nd i] Search ∎	INT	+1	0		
AMMUNITION] Sense Motive ■	WIS	+7	=1	+ 8	+0
ATTACK				Sleight of Hand	DEX*				_+
	ACK BONUS D	AMAGE CF] Spellcraft] Spot ■	INT WIS	+8		_+ + 8	_+ + 1
] Spot ■] Survival ■	WIS			.+	
RANGE TYPE	NOTES] Swim ∎	STR*		=	.+	_+
] Tumble	DEX*				_+
AMMUNITION)] Use Magic Device] Use Rope ■	CHA DEX	$\left - \right $.+ .+	_+
] ∪se коре ∎]				.+	
	ACK BONUS D	AMAGE CF	UTICAL .]			=		
							=	.+	_+
RANGE TYPE	NOTES			Denotes a skill that can be used	untrained.				
				Mark this box with an X if the s Armor check penalty, if any, appl					

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AMMUNITION _

One-shot AMPAIGN						FEATS
						Dodge
XPERIENCE POINTS						Shieldmate (+1 AC to
APERIENCE POINTS						adjacent shieldless allies)
		EAR				Skill Focus (Diplomacy) (b)
ARMOR/PROTECTIVE		YPE	AC BONUS	MAX	DEX	
+1 plate armor		nvy	9	+1		
HECK PENALTY SPELL FAI	LURE SPEED 20 ft		SPECIAL PI	ROPERTIE	S	
-						
SHIELD/PROTECTIVE IT	EM AC B	ONUS 🛛 🕅	EIGHT CHE	CK PENAL	TY	
+1 hvy. shield		3				
5PELL FAILURE		SPECIAL PRO	PERTIES			(b) = bonus feat
1						SPECIAL ABILITIE
PROTECTIVE ITEM	AC BON		SPECIAL PR	OPERTIE	S	
						Grant Move Action 1/day
PROTECTIVE ITEM			SPECIAL PR		5	Standard action to use.
	AC BOI		JPECIAL PR			half-elf traits
	OTHER P	OSSESSI				
ITEM	PG. WT.		ITEM	PG.	WT.	
loak of protection +1						
otion: cure light (1d8+1)						
lchemist's fire						
		BASIC POS	SESSIONS GP VAL	UE		
BASIC WT. + M	AGIC WT.	= TOTA	AL WEIGHT CARRI	ED		
						LANGUAGES
LIGHT MEDIUN LOAD LOAD	A HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	GROUND	USH OR DRAG ^{5 x} MAX LOAD		Initial languages = Common + rad languages + one per point of Int bo
	M	ONEY				
ср —						
sp —						
gp —						
рр —						

AURAS

YOU MAY HAVE 1 MAJOR AND 1 MINOR AURA ACTIVE AT ANY TIME.

Minor (3) _____

Master of Opportunity (+3 AC vs. attacks of opportunity)
Motivate Dexterity (+3 on Dex skill and checks)
Force of Will (+3 on Will saves)

Major (2) _____

Hardy Soldiers (DR 1/—) _____ Motivate Care (+1 AC) _____

CHARACTER NAM	E	PLAYER		 _	<u> </u>	UΝ	GE	ΘN	5	
Favored Soul 5 CLASS AND LEVEL		Halfling RACE A	LIGNMENT	DEITY	71	TRA	Ge	MS	*	
Small				DEITI						
SIZE AGE	GENDER HEIGHT	WEIGHT EYES	HAIR	SKIN	Chara	cter	кесо	ra Sn	eet	
ABILITY NAME ABILITY SCORE M	ABILITY TEMPORARY TEMPORARY POINT BUY NODIFIER SCORE MODIFIER COST		UNDS/CURRENT HP		NONLETH DAMAG	IAL E		SPE	ED	
STR strength 10	0	oints 31						15	ft.	
DEX dexterity 12		C 24 = 10+	+ 9 + 3	+ 1 + 1	+	+] + [DAMAGE R	EDUCTION
CON 13		TOTAL	ARMOR SHIE BONUS BON		NATURAL ARMOR	DEFLECTIO MODIFIE	DN N	IISC DIFIER		
						SKILL	2	MA LASS/CROS	X RANKS	
intelligence		JCH 12 FLAT- arm	FOOTED 23	SKILL NAME				LASS/CROS		MISC
WIS 16	3 IIIIII	HTIATIVE +1	= +1 +	SKILL NAME		KEY ABILITY	SKILL MODIFIER	MODIFIER	RANKS	MISC MODIFIER
CHA charisma 16	3	modifier TOTAL	DEX MISC	☐ Appraise ■		INT		=	+	_+
SAVING THROW	VS TOTAL BASE ABILITY MAC SAVE MODIFIER MODI	IC MISC. TEMPORARY	MODIFIER MODIFIE	☐ Balance ■		DEX*		=	+	_+
FORTITUD			conditional modifiers	□ Bluff ■ □ Climb ■		CHA CTD*		=	+ +	_+
(constitution)		+ 1 +		□ Concentration ■		STR* CON	+7 :	1	+6	+ 0
REFLEX (dexterity)	5 = 4 + 1 + 0	+ 1 +		□ Craft ■ (stonemas	sonry)	INT		=	+	_+
WILL (wisdom)	7 = 4 + 3 + 0	+ 1 +		□ Craft ■ (weapons	mithing)	INT		=	+	_+
(wisdom)				☐ Craft ■ (□ Decipher Script)	INT INT		=	+ +	_+
BASE AT	TACK BONUS 3	SPELL		☐ Diplomacy ■		CHA			+	_+
		RESISTANCE		Disable Device		INT		=	+	_+
GRAPP modifier		+ + + +		□ Disguise ■		CHA		=	+	_+
modifier	TOTAL BASE ATTACK BONUS	STRENGTH SIZE MODIFIER MODIFIER	MISC MODIFIER	□ Escape Artist ■		DEX* INT		= =	+ +	_+
	50105	MODIFIER MODIFIER	MODIFIER	□ Gather Informatio	on 🔳	CHA		=	+	+
ATTA		JS DAMAGE	CRITICAL	🗆 Handle Animal		CHA		=	+	_+
mwk lon	gsword +6	1d6	19–20	□ Heal ■		WIS DEX*		=	.+	_+
RANGE TY	PE	NOTES		□ Hide ■ □ Intimidate ■		DEX* CHA	<u> </u>		т ⊦	 +
s	3			□ Jump ■		STR*	-	=	+	_+
AMMUNITION				□ Knowledge ()	INT		=	+	_+
				☐ Knowledge (☐ Knowledge ()	INT INT		= =	+ +	_+
			CRITICAL	☐ Knowledge ()	INT		=	+	+
mwk light	crossbow +6	1d6	19–20	🗆 Knowledge ()	INT		=	+	_+
	'PE	NOTES		□ Listen ■		WIS		=	.+	_+
80 ft.	>			 ☐ Move Silently ■ ☐ Open Lock 		DEX* DEX				_+
AMMUNITION	0000 0000			□ Perform ()	CHA		=	+	_+
ATTA		JS DAMAGE	CRITICAL	🗆 Perform ()	CHA		=	+	_+
		1	CRITICAL	□ Perform (□ Profession ()	CHA WIS		=	+ +	_+
tanglefc RANGE TY	oot bag +6 touch	entangle NOTES		$\square Profession ($)	WIS		=	+	_+
		l4 rounds. Ref DC 15 of stu	uale to floor	□ Ride ■	,	DEX		=	+	_+
10 ft. –		14 Iounus. Rei DC 13 of stu		□ Search ■		INT		=	+	_+
AMMUNITION	[]			☐ Sense Motive ■ ☐ Sleight of Hand		WIS DEX*		=	+ +	_+
ATTA		JS DAMAGE	CRITICAL	□ Spellcraft		INT	+0	-1	+ 1	
inflict ligh	T T	1d8+5	×2	□ Spot ■		WIS		=	+	_+
RANGE TY	'PE	NOTES		□ Survival ■		WIS	⁻	=	+	_+
touch nega	ative Can cas	t five first-level spells.		□ Swim ■ □ Tumble		STR* DEX*		= =	+ +	_+
AMMUNITION				Use Magic Device	5	CHA		=	+	_+
				□ Use Rope ■		DEX		=	+	_+
ATTA	ACK ATTACK BONK	JS DAMAGE	CRITICAL				[:]	=	+	_+
									+	_+ _+
RANGE TY	'PE	NOTES	· ·							

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.)

AMMUNITION

One-shot					FEATS	SPELLS
CAMPAIGN					PG. 3rd: Armor Prof. Hvy.	_
					1st: Spell Focus Enchantment	– 0: (6) cure minor, detect magic, light, read magic, guidance
XPERIENCE POINTS						-
		GEAR				
ARMOR/PROTECTIVE ITE	M	ТҮРЕ	AC BONUS	MAX DEX	l	1st: (5) cure light wounds (1d8+5)
+1 plate		hvy	9	+1		
ECK PENALTY SPELL FAILU	RE SPE	ED WEIGHT	SPECIAL PR	OPERTIES		command (DC 15)
HIELD/PROTECTIVE ITEM +1 hvy shield	AC	BONUS		K PENALTY		 divine protection (Miniatures Handbook)
PELL FAILURE		SPECIAL PRO	PERTIES		(b) = bonus feat	
					SPECIAL ABILITIES	
PROTECTIVE ITEM	AC BO	ONUS WEIGHT	SPECIAL PRO	OPERTIES	PG.	I
					Resist Fire 10	
PROTECTIVE ITEM	AC BO		SPECIAL PRO	OPERTIES	halfling traits	-
]	
В		POSSESSIC	ONS		-	- 5th:
ITEM	PG. W	/Т.	ITEM	PG. WT.		-
iapt of wisdom +2		_			-	
nglefoot bag and: cure It wounds (1d8+1) 5 chgs					-	
in the rewounds (100+1) 5 cligs					-	7th:
					-	
					1	8th:
]	- 9th:
					-	
		_			-	SPELL SAVE
					-	ARCANE SPELL FAILURE %
		_			-	
					-	 conditional modifiers
					-	
					-	SPELLS SPELL LEVEL SPELLS BONUS – KNOWN SAVE DC LEVEL PER DAY SPELLS
		BASIC POS	SESSIONS GP VALU	JE]	- 6 0 6 0
ASIC WT. + MAGI	C WT.	= TOT/	AL WEIGHT CARRIE	D	┨ ────	5 IST 6 +1
						- 3 2ND 4 +1
		LIFT OVER	LIFT OFF	JSH OR	LANGUAGES	3RD
LIGHT MEDIUM LOAD LOAD	HEAVY LOAD	HEAD EQUALS	GROUND I	DRAG 5 x AX LOAD	Initial languages = Common + racial languages + one per point of Int bonus	
		MAX LOAD	MAX LOAD M.	AX LOAD		
	N					- С 6тн С
ср — sn —						
sp — gp —						
рр —						

1:				
1:				
	SPEL	L SAVE		
			DC M	OD
ARC	ANE SPE	LL FAILU	RE	%
conditior	al modifiers			
	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
6		0	6	0
5		1ST	6	+1
3		2ND	4	+1
		3RD		
		4TH		
		5TH		
		6TH		

7TH 8TH 9TH

SPELLS

CHARACTE	ER NAME			PLAYER			、	J.	<u>J</u> UN	IGE	ΘN	5	
Warmage	e 5			Human				TRAGONS'					
CLASS		RACE		ALIGNMEN	IT	DEITY		1	JKA		2113	F	
Med								Chara	acter	Reco	rd Sh	leet	
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR						
ABILITY NAME	ABILITY ABILITY SCORE MODIFIER	TEMPORARY TEMPOR SCORE MODIF	ARY POINT BUY IER COST	TOTAL	WOUNDS	/CURRENT HP		NONLETI DAMAG	HAL		SPE	ED	
STR strength	10 0			HP 25							30	ft.	
													FRUCTION
DEX dexterity	13 +1		armo	AC 18	= 10+	5 + 2	+ 1 + 0	+ 0	+ 0	+	<u> </u>	DAMAGER	EDUCTION
CON constitution	12 +1			TOTAL	AB	RMOR SHIELE ONUS BONUS	D DEX SIZE MODIFIER MODIFIE	R ARMOR	DEFLECTI MODIFIE	ER MC	DIFIER		
INT	16 +3		Т		FLAT-FOC	DTED 17	<u>.</u>		SKILL	د	M# CLASS/CROS	X RANKS	
intelligence			armo	UCH 11	armor cla	ass 17	2 SKILL?		KEY	SKILL	ABILITY		MICC
WIS wisdom	8 -1						SKILL NAME		ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER
CHA	16 +3			MITIATIVE modifier		+1 + 0	☐ Appraise ■		INT		_	+	+
charisma						DEX MISC DIFIER MODIFIER	☐ Appraise ■		DEX*	\vdash	=	+	+
SAVING	THROWS	TOTAL BAS	E ABILITY MA E MODIFIER MOD	GIC MISC. TE	MPORARY MODIFIER con	ditional modifiers	☐ Bluff ■		CHA		=	+	+
FORT	ITUDE	+3 = +1	+ +1 + +	1 + +			□ Climb ■		STR*		=	+	+
<u>``</u>	titution)						\Box Concentration \blacksquare		CON	+9	=1	+8	+ [+4]
(dext	ELEX terity)	+3 = +1	+ +1 + +	-1 + +	_		🗆 Craft 🔳 (stonema		INT		=	+	+
W	ILL idom)	+4 = +4	+ -1 + +	1+++			□ Craft ■ (weapons	smithing)	INT	\mid	=	.+	_+
(WIS	luomj						□ Craft ■ ()	INT	$\left - \right $	=	.+	_+
BAS	SE ATTACI		S +2		ELL .		 Decipher Script Diplomacy 		INT CHA	$\left - \right $	= =	+	_ +
DAS			5	RESIS	TANCE		□ Dipionacy ■ □ Disable Device		INT	\vdash	=	+	+
							☐ Disguise ■		CHA		=	+	+
G	modifier	+2	= +2	+ 0 +		0	Escape Artist		DEX*		=	+	+
		TOTA	L BASE ATTACK BONUS	STRENGTH MODIFIER M	SIZE M IODIFIER MO	/ISC DIFIER	☐ Forgery ■		INT		=	+	+
							🗆 Gather Informat	ion 🔳	CHA		=	.+	_+
	ATTACK		ATTACK BON	US DA	AMAGE	CRITICAL	🗆 Handle Animal		CHA		=	+	_+
	ray		+4	v	aries	$20/\times 2$	□ Heal ■		WIS	\vdash	=	.+	_+
RANGE	ТҮРЕ			NOTES			□ Hide ■ □ Intimidate ■		DEX* CHA	+11	= +3	+8	_+ + 0
?	?		energ	y orbs, acid arrow,	etc.		□ Jump ■		STR*		=	+	+
							☐ Knowledge (arca	na)	INT	+11	=3	+8	+0
AMMUNITIO	N						□ Knowledge ()	INT		=	+	+
	ATTACK		ATTACK BON		AMAGE	CRITICAL	🗆 Knowledge ()	INT		=	+	_+
	morningstar	-	+2		1d8	$20/\times 2$	🗆 Knowledge ()	INT		=	.+	_+
							□ Knowledge ()	INT	\vdash	=	.+ +	_+
RANGE				NOTES			□ Listen ■ □ Move Silently ■		WIS DEX*	\vdash		+	 +
	b/p						□ Open Lock		DEX		=	+	+
AMMUNITIO	N						□ Perform ()	CHA		=	+	_+
	ΑΤΤΑΟΥ						🗆 Perform ()	CHA		=	+	_+
	ATTACK		ATTACK BON	r	AMAGE	CRITICAL	🗆 Perform ()	CHA		=	.+	_+
-	lt. crossbow		+3		1d8	19–20	□ Profession ()	WIS	\vdash	=	.+	_+
RANGE	TYPE			NOTES			□ Profession ()	WIS	\vdash	=	.+	_+
80 ft.	р			Х			□ Ride ■ □ Search ■		DEX INT	\vdash	= _	.+ +	_+
	N	1					☐ Sense Motive ■		WIS		=	+	+
							□ Sleight of Hand		DEX*		=	+	+
	ATTACK		ATTACK BON	US DA	AMAGE	CRITICAL	□ Spellcraft		INT	11	=3	+ 8	+0
							🗆 Spot 🔳		WIS		=	.+	_+
RANGE	ТҮРЕ			NOTES			☐ Survival ■		WIS	$\left - \right $	=	+	_+
							□ Swim ■		STR*	$\left - \right $	=	.+	_+
							│ □ Tumble □ Use Magic Devi	~	DEX* CHA	\vdash		+	_+
AMMUNITION	N						□ Use Magic Devia □ Use Rope ■		DEX	\vdash	=	+	_+
	ATTACK				MACE	CRITICAL					=	+	+
			ATTACK BON	US D/	AMAGE	CRITICAL					=	+	+
							□				=	+	_+
RANGE	ТҮРЕ			NOTES			Denotes a skill that car	he used untro	ined				
							Mark this box with an * Armor check penalty, if	X if the skill is a	a class skill				
							Annor check periatty, It	urry, appries. (D	ouble peria	1.7 101 3W			

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AMMUNITION ____

One-shot				FEATS	SPELLS
CAMPAIGN				PG. Combat Casting	_
				Weapon Focus (ray)	– 0: acid splash, disrupt undead, flare, light, ray of frost
XPERIENCE POINTS				Dodge	
	GEAR				
ARMOR/PROTECTIVE ITEM +1 chain shirt	TYPE light	AC BONUS M	IAX DEX		1st: burning hands, chill touch, lesser acid orb [*] , lesser cold orb [*] , lesser electric orb [*] , lesser fire orb [*] , magic missile, shocking grasp, sleep, lesser sonic orb [*] , true strike
HECK PENALTY SPELL FAILURE	-		RTIES		
-1 —	30 ft.				_
SHIELD/PROTECTIVE ITEM					2nd: blades of fire*, continual flame, fireburst*, fire trap, flaming sphere, Melf's acid arrow, pyrotechnics, scorching ray, shatter
+1 lt. shield	AC BONUS +2	WEIGHT CHECK PE	NALTY		ray, shatter
PELL FAILURE	SPECIAL PRO				- * see Miniatures Handbook
				(b) = bonus feat	3rd:
PROTECTIVE ITEM	AC BONUS WEIGH	T SPECIAL PROPE	RTIES	SPECIAL ABILITIES	
				Warmage Edge (+3 damage	4th:
PROTECTIVE ITEM	AC BONUS WEIGH	IT SPECIAL PROPE	DTIFC	with spells)	4tn
	AC BOINUS WEIGH	SPECIAL PROPE	KIIES		-
BA	SIC POSSESSI	ONS			- <u>5th:</u>
, in the second s	PG. WT.	ITEM	PG. WT.		
potion: cure mod. wounds (2d8+3)					
headband/intellect +2					
loak/protection +1					
					7th:
					9th:
					SPELL SAVE
					ARCANE SPELL FAILURE – %
					conditional modifiers
					SPELLS SPELL LEVEL SPELLS BONUS – KNOWN SAVE DC LEVEL PER DAY SPELLS
	BASIC PO	SSESSIONS GP VALUE			- all 13 0 6 0
BASIC WT. + MAGIC	WT. = TO	TAL WEIGHT CARRIED			- all 14 IST 6 +1
		۰ 			
				LANGUAGES	
LIGHT MEDIUM	HEAVY LIFT OVE	GROUND DRA	G	Initial languages = Common + racial	
LOAD LOAD	LOAD HEAD EQUALS MAX LOAD	2 x 5 x	DAD	languages + one per point of Int bonus	4TH
	MONEY				5TH
ср —					6TH
sp —					7TH
gp —					8тн
рр —					

ARC	CANE SP	ELL FAILU	RE –	- %
condition	nal modifiers			
SPELLS (NOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
all	13	0	6	0
all	14	1ST	6	+1
all	15	2ND	4	+1
-	-	3RD	-	-
-	-	4TH	-	-
-	-	5TH	-	-
-	-	6TH	-	-
-	-	7TH	-	-
-	-	8TH	-	-

9TH

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SPELLS

CHARACTER NAME	PLAYER		JUNGEONS
Outsider 2 (ECL 6) CLASS AND LEVEL	$\frac{\text{Stonechild}}{\text{RACE}} \frac{1}{\text{ALIGNMENT}} \frac{1}{\text{DI}}$	EITY	DRAGONS
SIZE AGE GENDER HEIGHT	WEIGHT EYES HAIR	SKIN Char	acter Record Sheet
ABILITY ABILITY TEMPORARY TEMPORARY POINT BUY ABILITY NAME SCORE MODIFIER SCORE MODIFIER COST	TOTAL WOUNDS/CURRENT HP	NONLE	THAL SPEED
STR 22	HP 24		20 ft.
strength 23 6 DEX 13 1	$\frac{AC}{25} = 10 + 9 + 0$	+ 1 + 0 + 4+1	+ 0 + DAMAGE REDUCTION
dexterity ar	TOTAL ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL MODIFIER MODIFIER ARMOR	
intelligence ar	OUCH mor class11FLAT-FOOTED armor class25	S SKILL?	SKILLS MAX RANKS (CLASS/CROSS-CLASS) KEY SKILL ABILITY DANKS MISC
WIS 12 1	NITIATIVE +1 = +1 +	SKILL NAME	KEY SKILL ABILITY ABILITY MODIFIER MODIFIER RANKS MODIFIER
CHA 6 -2	TOTAL DEX MISC MODIFIER MODIFIER	□ Appraise ■	INT $+6 = 1 + 5 +$
SAVING THROWS TOTAL BASE ABILITY MODIFIER M	MAGIC MISC. TEMPORARY DDIFIER MODIFIER MODIFIER conditional modifiers	□ Balance ■ □ Bluff ■	DEX* = + +
FORTITUDE $\pm 10 = 3 \pm 6 \pm 10$		□ blun ■ □ Climb ■	CHA =++ STR* $+6$ =6 +5 +5
		\Box Concentration \blacksquare	CON =++
(dexterity)		$\Box \text{ Craft} \blacksquare (\text{stonemasonry})$	INT +6 = 1 + 5 +
$\underbrace{\text{Will}}_{\text{(wisdom)}} +5 = 3 + 1 + 1$	1 + +	 □ Craft ■ (weaponsmithing) □ Craft ■ (INT =++) INT =++
		 Decipher Script 	INT =+
BASE ATTACK BONUS 2	SPELL RESISTANCE	□ Diplomacy ■	CHA =++
		Disable Device	INT = ++
GRAPPLE =	+ - + - +	 □ Disguise ■ □ Escape Artist ■ 	CHA =++ DEX* =++
TOTAL BASE ATTAC BONUS	K STRENGTH SIZE MISC MODIFIER MODIFIER MODIFIER	□ Forgery ■	INT =++
		\Box Gather Information \blacksquare	CHA =++
АТТАСК АТТАСК ВС	· · · · · · · · · · · · · · · · · · ·	□ Handle Animal □ Heal ■	CHA =++ WIS =++
"+1 stone" +3	1d6+7 20	□ Heal ■	DEX* =++
RANGE TYPE	NOTES agic stone to get "+1 stones."	□ Intimidate ■	CHA $+3$ = -2 + 5 +
	deal 2d6+8 against undead.	□ Jump ■	STR* =+
	ı	 Knowledge (history Knowledge (the planes) INT $+6 = 1 + 5 +$
		 ☐ Knowledge (☐ Knowledge () INT=++
+1 greatsword +9	NUS DAMAGE CRITICAL 2d6+9 19–20	🗆 Knowledge () INT=++
		□ Knowledge () INT $=$ =++ WIS $^{+6}$ =++
RANGE TYPE addition	NOTES nal +1d8 damage on a charge	□ Listen ■ □ Move Silently ■	DEX* =++
	bracers of quick strike	Open Lock	DEX =++
AMMUNITION 0000		□ Perform () CHA =++
АТТАСК АТТАСК ВС	NUS DAMAGE CRITICAL	 □ Perform (□ Perform () CHA=++) CHA=++
		\Box Profession () WIS++
RANGE TYPE	NOTES	□ Profession () WIS++
		 □ Ride ■ □ Search ■ 	DEX =++ INT $^{+6}$ =+ 5+
		☐ Search ■	WIS =+
		□ Sleight of Hand	DEX*++
АТТАСК АТТАСК ВС	NUS DAMAGE CRITICAL	□ Spellcraft	$\begin{array}{c c} \text{INT} & = & + & + \\ \text{WIS} & +6 & = & 1 & + & 5 & + \\ \end{array}$
		□ Spot ■ □ Survival ■	WIS $+6$ = 1 $+5$ $+$ WIS = $+$ $+$ $+$ $+$
RANGE TYPE	NOTES	□ Swim ■	STR* =+
		🗆 Tumble	DEX* =++
AMMUNITION 0000		□ Use Magic Device	CHA = + + DFX = + +
		□ Use Rope ■	
	NUS DAMAGE CRITICAL	□	
RANGE TYPE	NOTES	□	=+++
		Denotes a skill that can be used untr	
		☐ Mark this box with an X if the skill is * Armor check penalty, if any, applies. (

One-shot
CAMPAIGN

							Powerful Charge +1d8 dmg Blind-Fight (b)	
		G	EAR					
ARMOR/PROTECTIVE IT	EM	T١	(PE	AC BONUS	МАХ	DEX		
+1 plate		4	+9		+	1		
ECK PENALTY SPELL FAILU		SPEED	WEIGHT	SPECI	AL PROPERTI	IES		
-5 —		20 ft.						
HIELD/PROTECTIVE ITE	м	AC BC	onus w	EIGHT	CHECK PENA	LTY		
PELL FAILURE		S	PECIAL PROP	PERTIES			(b) = bonus feat	
PROTECTIVE ITEM							SPECIAL ABILITIES	
	A	BON	JS WEIGHT	SPECIA	L PROPERTI	ES	PC	Ĵ.
							immune acid, poison darkvision 60 ft.	
PROTECTIVE ITEM	A	BON	JS WEIGHT	SPECIA	L PROPERTI	ES	stonechild traits	
amulet/nat. armor		+1					stonecniid traits	
0	THE	R PC	DSSESSI	ONS				
ITEM	PG.	WT.		ITEM	PG	. WT.		
ak/protection +1						+		
acers of quick strike (1/day,	_							
full-round, get 2nd attack)								
	_							
	_							
			BASIC POSS	SESSIONS GE	P VALUE			
				L WEIGHT C				
					[
] []	ון		
LIGHT MEDIUM	HE	AVY	LIFT OVER	LIFT OFF			LANGUAGES	
LOAD LOAD		AD	HEAD EQUALS MAX LOAD	GROUND 2 x MAX LOAD	DRAG 5 x MAX LOAD		Initial languages = Common + racial languages + one per point of Int bonu	
		МС	ONEY					
:р —								
sp —								

FEATS

PG.

SPELLS

PREPARED:

	stone x3			
2nd:				
3rd:				
4th:				
5th:				
6th:				
7th:				
8th:				
	SPEL	L SAVE		
	SPEL	L SAVE	DC M	
9th:				
Pth:	ANE SPE	L SAVE		
Pth:				
Pth:	ANE SPE			
Oth: ARC condition SPELLS	CANE SPE		RE	%
Oth: ARC condition SPELLS	CANE SPE	ELL FAILU	RE	_%
Oth: ARC condition SPELLS	CANE SPE	LEVEL 0	RE	BONUS SPELLS
Oth: ARC condition SPELLS	CANE SPE	ELL FAILU	RE	BONUS SPELLS
Oth: ARC condition SPELLS	CANE SPE	LEVEL 0	RE	BONUS SPELLS
9th: ARC condition SPELLS	CANE SPE	LEVEL 0 1ST	RE	BONUS SPELLS
9th: ARC condition SPELLS	CANE SPE	LEVEL 0 1ST 2ND 3RD	RE	BONUS SPELLS
9th: ARC condition SPELLS	CANE SPE	LEVEL 0 1ST 2ND 3RD 4TH	RE	BONUS SPELLS
condition	CANE SPE	LEVEL 0 1ST 2ND 3RD	RE	BONUS SPELLS
9th: ARC condition SPELLS	CANE SPE	LEVEL 0 1ST 2ND 3RD 4TH	RE	BONUS SPELLS
9th: ARC condition SPELLS	CANE SPE	LEVEL 0 1ST 2ND 3RD 4TH 5TH	RE	BONUS SPELLS
9th: ARC condition SPELLS	CANE SPE	LEVEL 0 1ST 2ND 3RD 4TH STH 6TH	RE	BONUS SPELLS