



RUINS OF FEAR AND MADNESS

A Random Dungeon for Use With D&D Miniatures

CREDITS

Design:	Jonathan Tweet
Editing:	Steve Winter
Typesetting:	Nancy Walker
Web Production:	Julia Martin
Web Development:	Mark A. Jindra
Graphic Design:	Sean Glenn, Cynthia Fliege, Mari Kolkowsky

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.

D&D, DUNGEONS & DRAGONS, d20, d20 System, DUNGEON MASTER, CHAINMAIL, FORGOTTEN REALMS, MONSTER MANUAL, Wizards of the Coast, and the Wizards of the Coast logo are trademarks of Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.



This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

©2003 Wizards of the Coast, Inc.
All rights reserved.
Made in the U.S.A.

This product is a work of fiction.
Any similarity to actual people, organizations, places, or events is purely coincidental.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

For more DUNGEONS & DRAGONS articles, adventures, and information, visit www.wizards.com/dnd



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 higher-level 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	Group/Type
Shambling Mound	1	—
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.

HALF-ELF MARSHAL

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.)

Draw Three Cards

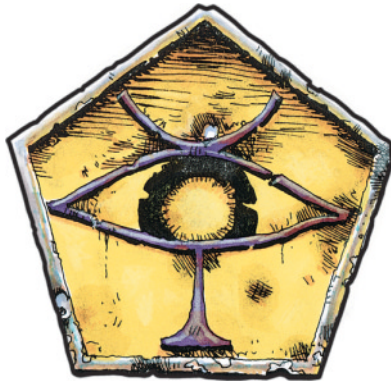
© 2003 Wizards of the Coast, Inc., a division of Hasbro, Inc. All rights reserved.



Statue of
Erythnul

1st level: +1d4 damage with weapons
2nd to 3rd level: +1d6 damage
4th to 6th level: +1d8 damage
7th level and above: +2d6 damage

© 2003 Wizards of the Coast, Inc., a division of Hasbro, Inc. All rights reserved.



Statue of
Boccob
regain all spells

© 2003 Wizards of the Coast, Inc., a division of Hasbro, Inc. All rights reserved.



Statue of
Hextor

1st to 4th level: +1 attack
5th to 8th level: +2 attack
+4 levels: additional +1 attack

© 2003 Wizards of the Coast, Inc., a division of Hasbro, Inc.
All rights reserved.



Statue of
Heironeous

1st to 5th level: +1 AC
6th to 8th level: +2 AC
+3 levels: additional +1 AC

© 2003 Wizards of the Coast, Inc., a division of Hasbro, Inc. All rights reserved.



Statue of
Pelor

1st level: +5 hit points
2nd to 3rd level: +10 hit points
4th to 5th level: +15 hit points
6th to 7th level: +20 hit points
+2 levels: additional +5 hit points

© 2003 Wizards of the Coast, Inc., a division of Hasbro, Inc. All rights reserved.

CHARACTER NAME _____ PLAYER _____
 Healer 5 Elf
 CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____



Character Record Sheet

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST
STR strength	8	-1			
DEX dexterity	14	2			
CON constitution	11	0			
INT intelligence	10	0			
WIS wisdom	16	+3			
CHA charisma	16	+3			

HP hit points	TOTAL	WOUNDS/CURRENT HP					NONLETHAL DAMAGE	SPEED		
	26							35 ft.		
AC armor class	TOTAL	15	= 10 +	3	+ 0	+ 2	+ 0	+ _____	+ _____	DAMAGE REDUCTION
			ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	

TOUCH armor class	12	FLAT-FOOTED armor class	13	
INITIATIVE modifier	+2	TOTAL	+2	+ _____
			DEX MODIFIER	MISC MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	4	4	0				
REFLEX (dexterity)	3	1	2				
WILL (wisdom)	7	4	3				

BASE ATTACK BONUS	+2	SPELL RESISTANCE	
GRAPPLE modifier		TOTAL	BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
spear	+1	1d8-1	×3
RANGE	TYPE	NOTES	
20 ft.	p	can use belt of one mighty blow one time for +3d6 damage	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
light crossbow	+4	1d8	19-20
RANGE	TYPE	NOTES	
80 ft.	p		

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS SKILL	SKILLS					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Appraise	INT				
<input type="checkbox"/>	Balance	DEX*				
<input type="checkbox"/>	Bluff	CHA				
<input type="checkbox"/>	Climb	STR*				
<input type="checkbox"/>	Concentration	CON	+8	0	8	[+4]
<input type="checkbox"/>	Craft (stonemasonry)	INT				
<input type="checkbox"/>	Craft (weaponsmithing)	INT				
<input type="checkbox"/>	Craft ()	INT				
<input type="checkbox"/>	Decipher Script	INT				
<input type="checkbox"/>	Diplomacy	CHA				
<input type="checkbox"/>	Disable Device	INT				
<input type="checkbox"/>	Disguise	CHA				
<input type="checkbox"/>	Escape Artist	DEX*				
<input type="checkbox"/>	Forgery	INT				
<input type="checkbox"/>	Gather Information	CHA				
<input type="checkbox"/>	Handle Animal	CHA				
<input type="checkbox"/>	Heal	WIS	+13	+3	7	3
<input type="checkbox"/>	Hide	DEX*				
<input type="checkbox"/>	Intimidate	CHA				
<input type="checkbox"/>	Jump	STR*				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Listen	WIS				
<input type="checkbox"/>	Move Silently	DEX*				
<input type="checkbox"/>	Open Lock	DEX				
<input type="checkbox"/>	Perform ()	CHA				
<input type="checkbox"/>	Perform ()	CHA				
<input type="checkbox"/>	Perform ()	CHA				
<input type="checkbox"/>	Profession ()	WIS				
<input type="checkbox"/>	Profession ()	WIS				
<input type="checkbox"/>	Ride	DEX				
<input type="checkbox"/>	Search	INT				
<input type="checkbox"/>	Sense Motive	WIS	+10	3	7	0
<input type="checkbox"/>	Sleight of Hand	DEX*				
<input type="checkbox"/>	Spellcraft	INT	+7	0	7	0
<input type="checkbox"/>	Spot	WIS				
<input type="checkbox"/>	Survival	WIS				
<input type="checkbox"/>	Swim	STR*				
<input type="checkbox"/>	Tumble	DEX*				
<input type="checkbox"/>	Use Magic Device	CHA				
<input type="checkbox"/>	Use Rope	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

■ 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.)

CHARACTER NAME

Marshal 5

CLASS AND LEVEL

PLAYER

Half-elf

RACE

ALIGNMENT

DEITY



Character Record Sheet

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, Temporary Modifier, Point Buy Cost, and Total. Includes STR, DEX, CON, INT, WIS, and CHA.

HP, AC, TOUCH, INITIATIVE, FLAT-FOOTED, and SKILLS summary table. Includes formulas for AC and INITIATIVE, and a list of skills with modifiers.

Saving Throws table for FORTITUDE, REFLEX, and WILL with columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temporary Modifier.

BASE ATTACK BONUS 3

GRAPPLE modifier table with columns for Total, Base Attack Bonus, Strength Modifier, Size Modifier, and Misc. Modifier.

Attack table for +1 longsword with columns for Attack Bonus, Damage, and Critical.

AMMUNITION

Attack table for mwk mty cmp l-bow with columns for Attack Bonus, Damage, and Critical.

AMMUNITION

Attack table for alchemist's fire with columns for Attack Bonus, Damage, and Critical.

AMMUNITION

Empty attack table with columns for Attack Bonus, Damage, and Critical.

AMMUNITION

Empty attack table with columns for Attack Bonus, Damage, and Critical.

AMMUNITION

Main SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc. Modifier. Lists various skills like Appraise, Balance, Bluff, etc.

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.)

CHARACTER NAME Favored Soul 5 PLAYER Halfling
 CLASS AND LEVEL Small RACE Halfling ALIGNMENT _____ DEITY _____
 SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST
STR strength	10	0			
DEX dexterity	12	1			
CON constitution	13	1			
INT intelligence	8	-1			
WIS wisdom	16	3			
CHA charisma	16	3			

HP hit points	TOTAL	WOUNDS/CURRENT HP					NONLETHAL DAMAGE	SPEED						
AC armor class	31							15 ft.						
TOTAL	24	= 10 +	9	+	3	+	1	+	1	+		+		DAMAGE REDUCTION
			ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER	MISC MODIFIER
TOUCH armor class	12	FLAT-FOOTED armor class	23											
INITIATIVE modifier	+1	=	+1	+										
TOTAL			DEX MODIFIER		MISC MODIFIER									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	5	= 4	+ 1	+ 0	+ 1		
REFLEX (dexterity)	5	= 4	+ 1	+ 0	+ 1		
WILL (wisdom)	7	= 4	+ 3	+ 0	+ 1		

BASE ATTACK BONUS	3	SPELL RESISTANCE	
GRAPPLE modifier		=	
TOTAL		BASE ATTACK BONUS	STRENGTH MODIFIER
			SIZE MODIFIER
			MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
mwk longsword		+6	1d6	19-20
RANGE	TYPE	NOTES		
—	s			

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
mwk light crossbow		+6	1d6	19-20
RANGE	TYPE	NOTES		
80 ft.	p			

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
tanglefoot bag		+6 touch	entangle	—
RANGE	TYPE	NOTES		
10 ft.	—	-2 attacks, -4 Dex for 2d4 rounds. Ref DC 15 of stuck to floor		

AMMUNITION _____ □

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
inflict light wounds		+4 touch	1d8+5	× 2
RANGE	TYPE	NOTES		
touch	negative	Can cast five first-level spells.		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	Appraise ■	INT			
<input type="checkbox"/>	Balance ■	DEX*			
<input type="checkbox"/>	Bluff ■	CHA			
<input type="checkbox"/>	Climb ■	STR*			
<input type="checkbox"/>	Concentration ■	CON	+7	1	6 + 0
<input type="checkbox"/>	Craft ■ (stonemasonry)	INT			
<input type="checkbox"/>	Craft ■ (weaponsmithing)	INT			
<input type="checkbox"/>	Craft ■ ()	INT			
<input type="checkbox"/>	Decipher Script	INT			
<input type="checkbox"/>	Diplomacy ■	CHA			
<input type="checkbox"/>	Disable Device	INT			
<input type="checkbox"/>	Disguise ■	CHA			
<input type="checkbox"/>	Escape Artist ■	DEX*			
<input type="checkbox"/>	Forgery ■	INT			
<input type="checkbox"/>	Gather Information ■	CHA			
<input type="checkbox"/>	Handle Animal	CHA			
<input type="checkbox"/>	Heal ■	WIS			
<input type="checkbox"/>	Hide ■	DEX*			
<input type="checkbox"/>	Intimidate ■	CHA			
<input type="checkbox"/>	Jump ■	STR*			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Listen ■	WIS			
<input type="checkbox"/>	Move Silently ■	DEX*			
<input type="checkbox"/>	Open Lock	DEX			
<input type="checkbox"/>	Perform ()	CHA			
<input type="checkbox"/>	Perform ()	CHA			
<input type="checkbox"/>	Perform ()	CHA			
<input type="checkbox"/>	Profession ()	WIS			
<input type="checkbox"/>	Profession ()	WIS			
<input type="checkbox"/>	Ride ■	DEX			
<input type="checkbox"/>	Search ■	INT			
<input type="checkbox"/>	Sense Motive ■	WIS			
<input type="checkbox"/>	Sleight of Hand	DEX*			
<input type="checkbox"/>	Spellcraft	INT	+0	-1	1 + 0
<input type="checkbox"/>	Spot ■	WIS			
<input type="checkbox"/>	Survival ■	WIS			
<input type="checkbox"/>	Swim ■	STR*			
<input type="checkbox"/>	Tumble	DEX*			
<input type="checkbox"/>	Use Magic Device	CHA			
<input type="checkbox"/>	Use Rope ■	DEX			
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

■ 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.)

CHARACTER NAME Warmage 5 PLAYER Human
 CLASS Med RACE Human ALIGNMENT DEITY
 LEVEL 5 SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR



Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP				NONLETHAL DAMAGE	SPEED										
STR strength	10	0				HP hit points	25					30 ft.										
DEX dexterity	13	+1				AC armor class	18	= 10 +	5	+	2	+	1	+	0	+	0	+	0	+	0	DAMAGE REDUCTION
CON constitution	12	+1				TOUCH armor class	11	FLAT-FOOTED armor class		17												
INT intelligence	16	+3				INITIATIVE modifier	+1	= +1	+ 0													
WIS wisdom	8	-1				TOTAL		DEX MODIFIER	MISC MODIFIER													
CHA charisma	16	+3																				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+3	= +1	+ +1	+ +1	+ +1	+ +1	
REFLEX (dexterity)	+3	= +1	+ +1	+ +1	+ +1	+ +1	
WILL (wisdom)	+4	= +4	+ -1	+ +1	+ +1	+ +1	

BASE ATTACK BONUS	+2	SPELL RESISTANCE	—			
GRAPPLE modifier	+2	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
	+2	= +2	+ 0	+ 0	+ 0	+ 0

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
ray		+4	varies	20/×2
RANGE	TYPE	NOTES		
?	?	energy orbs, acid arrow, etc.		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
morningstar		+2	1d8	20/×2
RANGE	TYPE	NOTES		
—	b/p			

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
lt. crossbow		+3	1d8	19–20
RANGE	TYPE	NOTES		
80 ft.	p	x		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		
				ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Appraise ■	INT				
<input type="checkbox"/>	Balance ■	DEX*				
<input type="checkbox"/>	Bluff ■	CHA				
<input type="checkbox"/>	Climb ■	STR*				
<input type="checkbox"/>	Concentration ■	CON	+9	1	8	[+4]
<input type="checkbox"/>	Craft ■ (stonemasonry)	INT				
<input type="checkbox"/>	Craft ■ (weaponsmithing)	INT				
<input type="checkbox"/>	Craft ■ ()	INT				
<input type="checkbox"/>	Decipher Script	INT				
<input type="checkbox"/>	Diplomacy ■	CHA				
<input type="checkbox"/>	Disable Device	INT				
<input type="checkbox"/>	Disguise ■	CHA				
<input type="checkbox"/>	Escape Artist ■	DEX*				
<input type="checkbox"/>	Forgery ■	INT				
<input type="checkbox"/>	Gather Information ■	CHA				
<input type="checkbox"/>	Handle Animal	CHA				
<input type="checkbox"/>	Heal ■	WIS				
<input type="checkbox"/>	Hide ■	DEX*				
<input type="checkbox"/>	Intimidate ■	CHA	+11	+3	8	0
<input type="checkbox"/>	Jump ■	STR*				
<input type="checkbox"/>	Knowledge (arcana)	INT	+11	3	8	0
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Listen ■	WIS				
<input type="checkbox"/>	Move Silently ■	DEX*				
<input type="checkbox"/>	Open Lock	DEX				
<input type="checkbox"/>	Perform ()	CHA				
<input type="checkbox"/>	Perform ()	CHA				
<input type="checkbox"/>	Perform ()	CHA				
<input type="checkbox"/>	Profession ()	WIS				
<input type="checkbox"/>	Profession ()	WIS				
<input type="checkbox"/>	Ride ■	DEX				
<input type="checkbox"/>	Search ■	INT				
<input type="checkbox"/>	Sense Motive ■	WIS				
<input type="checkbox"/>	Sleight of Hand	DEX*				
<input type="checkbox"/>	Spellcraft	INT	11	3	8	0
<input type="checkbox"/>	Spot ■	WIS				
<input type="checkbox"/>	Survival ■	WIS				
<input type="checkbox"/>	Swim ■	STR*				
<input type="checkbox"/>	Tumble	DEX*				
<input type="checkbox"/>	Use Magic Device	CHA				
<input type="checkbox"/>	Use Rope ■	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

■ 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.)

CHARACTER NAME Outsider 2 (ECL 6) PLAYER Stonechild
 CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____



Character Record Sheet

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength	23	6				HP hit points 24			20 ft.
DEX dexterity	13	1				AC armor class 25 = 10 + 9 + 0 + 1 + 0 + 4+1 + 0 +		DAMAGE REDUCTION	
CON constitution	22	6				TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT intelligence	12	1				TOUCH armor class 11	FLAT-FOOTED armor class 25	SIZE MODIFIER	NATURAL ARMOR
WIS wisdom	12	1				INITIATIVE modifier +1 = +1 +	TOTAL	DEFLECTION MODIFIER	MISC MODIFIER
CHA charisma	6	-2							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	= 3	+ 6	+ 1	+	+	
REFLEX (dexterity)	+4	= 3	+ 0	+ 1	+	+	
WILL (wisdom)	+5	= 3	+ 1	+ 1	+	+	

BASE ATTACK BONUS 2 **SPELL RESISTANCE** _____

GRAPPLE modifier _____ = _____ + _____ + _____ + _____

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC MODIFIER

ATTACK			
"+1 stone"	ATTACK BONUS	DAMAGE	CRITICAL
	+3	1d6+7	20
RANGE	TYPE	NOTES	
20 ft.	bludgeon	Cast magic stone to get "+1 stones." They deal 2d6+8 against undead.	

AMMUNITION _____

ATTACK			
+1 greatsword	ATTACK BONUS	DAMAGE	CRITICAL
	+9	2d6+9	19-20
RANGE	TYPE	NOTES	
	slash	additional +1d8 damage on a charge <i>bracers of quick strike</i>	

AMMUNITION _____

ATTACK			
	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK			
	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK			
	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	Appraise	INT	+6	= 1 + 5 +	
<input type="checkbox"/>	Balance	DEX*		= + + +	
<input type="checkbox"/>	Bluff	CHA		= + + +	
<input type="checkbox"/>	Climb	STR*	+6	= 6 + 5 + -5	
<input type="checkbox"/>	Concentration	CON		= + + +	
<input type="checkbox"/>	Craft (stonemasonry)	INT	+6	= 1 + 5 +	
<input type="checkbox"/>	Craft (weaponsmithing)	INT		= + + +	
<input type="checkbox"/>	Craft ()	INT		= + + +	
<input type="checkbox"/>	Decipher Script	INT		= + + +	
<input type="checkbox"/>	Diplomacy	CHA		= + + +	
<input type="checkbox"/>	Disable Device	INT		= + + +	
<input type="checkbox"/>	Disguise	CHA		= + + +	
<input type="checkbox"/>	Escape Artist	DEX*		= + + +	
<input type="checkbox"/>	Forgery	INT		= + + +	
<input type="checkbox"/>	Gather Information	CHA		= + + +	
<input type="checkbox"/>	Handle Animal	CHA		= + + +	
<input type="checkbox"/>	Heal	WIS		= + + +	
<input type="checkbox"/>	Hide	DEX*		= + + +	
<input type="checkbox"/>	Intimidate	CHA	+3	= -2 + 5 +	
<input type="checkbox"/>	Jump	STR*		= + + +	
<input type="checkbox"/>	Knowledge (history)	INT	+6	= 1 + 5 +	
<input type="checkbox"/>	Knowledge (the planes)	INT	+6	= 1 + 5 +	
<input type="checkbox"/>	Knowledge ()	INT		= + + +	
<input type="checkbox"/>	Knowledge ()	INT		= + + +	
<input type="checkbox"/>	Knowledge ()	INT		= + + +	
<input type="checkbox"/>	Listen	WIS	+6	= 1 + 5 +	
<input type="checkbox"/>	Move Silently	DEX*		= + + +	
<input type="checkbox"/>	Open Lock	DEX		= + + +	
<input type="checkbox"/>	Perform ()	CHA		= + + +	
<input type="checkbox"/>	Perform ()	CHA		= + + +	
<input type="checkbox"/>	Perform ()	CHA		= + + +	
<input type="checkbox"/>	Profession ()	WIS		= + + +	
<input type="checkbox"/>	Profession ()	WIS		= + + +	
<input type="checkbox"/>	Ride	DEX		= + + +	
<input type="checkbox"/>	Search	INT	+6	= 1 + 5 +	
<input type="checkbox"/>	Sense Motive	WIS		= + + +	
<input type="checkbox"/>	Sleight of Hand	DEX*		= + + +	
<input type="checkbox"/>	Spellcraft	INT		= + + +	
<input type="checkbox"/>	Spot	WIS	+6	= 1 + 5 +	
<input type="checkbox"/>	Survival	WIS		= + + +	
<input type="checkbox"/>	Swim	STR*		= + + +	
<input type="checkbox"/>	Tumble	DEX*		= + + +	
<input type="checkbox"/>	Use Magic Device	CHA		= + + +	
<input type="checkbox"/>	Use Rope	DEX		= + + +	
<input type="checkbox"/>				= + + +	
<input type="checkbox"/>				= + + +	
<input type="checkbox"/>				= + + +	

■ 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.)

