

Thr'shk

CHARACTER NAME

BLACKWHEEL COMPANY REGION

Ranger

Lizardfolk

Lawful Good



CLASS 6 Medium

RACE Humanoid (Reptilian)

GENDER 22 AGE 6'3" HEIGHT 220 WEIGHT

DEITY black EYES none HAIR

CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Includes STR (18, +4), DEX (14, +2), CON (14, +2), INT (8, -1), WIS (13, +1), and CHA (8, -1).

HP (45), AC (23), TOUCH (12), and SPEED (30 ft/x4) sections. AC breakdown: 10 +6 +0 +2 +0 +5 +0 +0.

Saving Throws table: FORTITUDE (+8), REFLEX (+8), WILL (+4). Includes Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temp. Modifier.

BASE ATTACK BONUS (+6/+1), GRAPPLE (+10), and SPELL RESISTANCE sections.

MELEE (+10/+5) and RANGED (+8/+3) attack bonus calculations.

WEAPON table: Claw/Claw/Bite. Range 110 ft, Weight 3 lb, Type S/P (Magic), Size Medium, Damage 1d6+5/1d6+5/1d4+3, Critical 20/x3.

WEAPON table: Precise Longbow +1 (18Str). Range 110 ft, Weight 3 lb, Type P, Size Medium, Damage 1d8+5, Critical 20/x3.

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WEAPON table: Precise Shot, Point Blank Shot.

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc. Modifier. Includes skills like Appraise, Balance, Bluff, Climb, Concentration, Craft skills, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Perform skills, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope.

Skills marked with 1 can be used normally even if the character has zero (0) skill ranks. Skills marked with 2 are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

