character name: Ranger 1
player: Elf
faction:
class and level: Medium
race: **alignment:** Neutral Good **deity:**
size: **age:** **gender:** **height:** **weight:** **eyes:** **hair:** **skin:**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST
STR strength	13	+1			
DEX dexterity	18	+4			
CON constitution	10	+0			
INT intelligence	10	+0			
WIS wisdom	10	+0			
CHA charisma	10	+0			

HP hit points — TOTAL 8 — WOUNDS/CURRENT HP

NONLETHAL DAMAGE

ARMOR CHECK PENALTY -1

SPEED 30 ft

AC armor class — TOTAL 17 = 10 + ARMOR BONUS +3 + SHIELD BONUS +0 + DEX MODIFIER +4 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER — DAMAGE REDUCTION

TOUCH armor class 14 — **FLAT-FOOTED** armor class 13

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

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (constitution)	+2	=	+2	+	+0	+		+			
REFLEX (dexterity)	+6	=	+2	+	+4	+		+			
WILL (wisdom)	+0	=	+0	+	+0	+		+			

conditional modifiers
Immune to *sleep* spells and effects.
+2 against enchantment spells and effects.

BASE ATTACK BONUS +1

SPELL RESISTANCE

AP action points — 4 CURRENT

GRAPPLE modifier — +2 TOTAL = +1 BASE ATTACK BONUS + +1 STRENGTH MODIFIER + SIZE MODIFIER + MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sword, short	+5	1d6+1	19-20/x2

RANGE	TYPE	NOTES
-	P	

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Composite longbow	+5	1d8	x3

RANGE	TYPE	NOTES
110 ft.	P	

AMMUNITION 20 arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS
MAX RANKS (CLASS/CROSS-CLASS) 4 / 2

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ■	int	+0	=	+0	+		+	
☐	Balance ■	dex*	+3	=	+4	+		+	-1
☐	Bluff ■	cha	+0	=	+0	+		+	
☒	Climb ■	str*	+3	=	+1	+	3	+	-1
☒	Concentration ■	con	+0	=	+0	+		+	
☒	Craft ■ ( )	int	+0	=	+0	+		+	
☒	Craft ■ ( )	int	+0	=	+0	+		+	
☒	Craft ■ ( )	int	+0	=	+0	+		+	
☐	Decipher Script	int		=		+		+	
☐	Diplomacy ■	cha	+0	=	+0	+		+	
☐	Disable Device	int		=		+		+	
☐	Disguise ■	cha	+0	=	+0	+		+	
☐	Escape Artist ■	dex*	+3	=	+4	+		+	-1
☐	Forgery ■	int	+0	=	+0	+		+	
☐	Gather Information ■	cha	+0	=	+0	+		+	
☒	Handle Animal	cha	+3	=	+0	+	3	+	
☒	Heal ■	wis	+0	=	+0	+		+	
☒	Hide ■	dex*	+6	=	+4	+	3	+	-1
☐	Intimidate ■	cha	+0	=	+0	+		+	
☒	Jump ■	str*	+0	=	+1	+		+	-1
☒	Knowledge (dungeoneering)	int	+1	=	+0	+	1	+	
☒	Knowledge (geogrphy)	int	+1	=	+0	+	1	+	
☒	Knowledge (nature)	int	+1	=	+0	+	1	+	
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☒	Listen ■	wis	+5	=	+0	+	3	+	+2
☒	Move Silently ■	dex*	+6	=	+4	+	3	+	-1
☐	Open Lock	dex		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☒	Profession ( )	wis		=		+		+	
☒	Profession ( )	wis		=		+		+	
☒	Ride ■	dex	+4	=	+4	+		+	
☒	Search ■	int	+2	=	+0	+		+	+2
☐	Sense Motive ■	wis	+3	=	+0	+	3	+	
☐	Sleight of Hand	dex*		=		+		+	
☐	Spellcraft	int		=		+		+	
☒	Spot ■	wis	+3	=	+0	+	1	+	+2
☒	Survival ■	wis	+2	=	+0	+	2	+	
☒	Swim ■	str*	+-1	=	+1	+		+	-2
☐	Tumble ■	dex*		=		+		+	
☐	Use Magic Device	cha		=		+		+	
☒	Use Rope ■	dex	+4	=	+4	+		+	
☐	_____	____		=		+		+	
☐	_____	____		=		+		+	
☐	_____	____		=		+		+	

■ After the skill denotes a skill that can be used untrained.

☐ Fill in this box if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Studded Leather	Light	3	+5

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	15	30	20	

SHIELD/PROTECTIVE ITEM

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Backpack		2 lbs	Traveler's outfit		5
Bedroll		.5 lbs			
Flint and steel		-			
Manacles		2 lbs			
Rations, trail (5 days)		5 lbs			
Waterskin		4 lbs			
Acid, flask		1 lbs			
Sword, short (2)		4 lbs			
Composit longbow		3 lbs			
Arrows (20)		3 lbs			
Studded leather armor		20 lbs			

*bonus equipment

	BASIC POSSESSIONS GP VALUE	232.6

BASIC WT.	49.5	+ MAGIC WT.	.	= TOTAL WEIGHT CARRIED	49.5

50	51-100	101-150	150	300	750
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

MONEY

cp —

sp — 4

gp — 7

pp —

FEATS

Track

Weapon Finesse

_____

_____

_____

_____

_____

_____

_____

_____

(b) = bonus feat

SPECIAL ABILITIES

PG.

Immunity to *sleep* spells and effects.

+2 racial bonus to saving throws

against enchantment spells/effects.

Low-light vision

+2 racial bonus on Listen, Search and

Spot checks

Martial weapon proficiency feats for

longsword, rapier, longbow, and

shortbow.

Favored Enemy (humanoid - orc)

Wild Empathy

_____

_____

_____

MINIATURE UNLOCK
Bonus for using listed D&D Miniature

Shadow Stalking
Miniature: Elf Stalker
(UNDERDARK 15/60)
As an ulock, the PC gains a special affinity for shadows reducing the penalty for moving at normal speed while hiding to -2.

LANGUAGES

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

Common

Elven

_____

_____

TYPICAL SPELLS

Domains: :

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE	

DC MOD

ARCANE SPELL FAILURE	15	%

conditional modifiers

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