character name: Ranger 1

class and level: Small

player:

faction: Blackwheel Company

race: Warforged Scout

alignment:

deity:

size: | **age:** | **gender:** | **height:** | **weight:** | **eyes:** | **hair:** | **skin:**

ABILITY SCORES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST
STR strength	7	-2			
DEX dexterity	20	+5			
CON constitution	10	+0			
INT intelligence	12	+1			
WIS wisdom	10	+0			
CHA charisma	6	-2			

HP hit points — TOTAL: 8

WOUNDS/CURRENT HP:

NONLETHAL DAMAGE:

ARMOR CHECK PENALTY: +0

SPEED: 20 ft

AC armor class — TOTAL: 18 = 10 + **ARMOR BONUS** +2 + **SHIELD BONUS** + **DEX MODIFIER** +5 + **SIZE MODIFIER** +1 + **NATURAL ARMOR** + **DEFLECTION MODIFIER** + **MISC MODIFIER**

DAMAGE REDUCTION:

TOUCH armor class: 16

FLAT-FOOTED armor class: 13

INITIATIVE modifier — TOTAL: +5 = **DEX MODIFIER** +5 + **MISC MODIFIER**

SAVING THROWS

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (constitution)	+2	=	+2	+	+0	+		+		+	
REFLEX (dexterity)	+7	=	+2	+	+5	+		+		+	
WILL (wisdom)	+0	=	+0	+	+0	+		+		+	

conditional modifiers

BASE ATTACK BONUS: +1

SPELL RESISTANCE:

AP action points — CURRENT: 3

GRAPPLE modifier — TOTAL: -5 = **BASE ATTACK BONUS** +1 + **STRENGTH MODIFIER** -2 + **SIZE MODIFIER** -4 + **MISC MODIFIER**

ATTACKS

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longbow (small)	+7	1d6-2	x3

RANGE	TYPE	NOTES
100 ft.	P	+1 to attack and damage within 30 ft.

AMMUNITION: Arrows (40) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Greatclub (small)	+0	1d8-2	x2

RANGE	TYPE	NOTES
-	B	

AMMUNITION: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger (small)	+0	1d3-2	19-20/x3

RANGE	TYPE	NOTES
10 ft	P/S	Attack bonus is +7 when thrown.. Add another +1 to attack and dmage within 30 ft.

AMMUNITION: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Splash weapon	+7 (ranged touch)	As type	x2

RANGE	TYPE	NOTES
10 ft.	See desc.	+1 to attack and damage within 30 ft.

AMMUNITION: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

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

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ■	int	+1	=	+1	+		+	
☐	Balance ■	dex*	+5	=	+5	+		+	
☐	Bluff ■	cha	+-2	=	-2	+		+	
☒	Climb ■	str*	-2	=	-2	+		+	
☒	Concentration ■	con	+0	=	+0	+		+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☐	Decipher Script	int		=		+		+	
☐	Diplomacy ■	cha	-2	=	-2	+		+	
☐	Disable Device	int		=		+		+	
☐	Disguise ■	cha	-2	=	-2	+		+	
☐	Escape Artist ■	dex*	+5	=	+5	+		+	
☐	Forgery ■	int	+1	=	+1	+		+	
☐	Gather Information ■	cha	-2	=	-2	+		+	
☒	Handle Animal	cha		=		+		+	
☒	Heal ■	wis	+0	=	+0	+		+	
☒	Hide ■	dex*	+13	=	+5	+	4	+	+4
☐	Intimidate ■	cha	-2	=	-2	+		+	
☐	Jump ■	str*	-2	=	-2	+		+	
☒	Knowledge (dungeoneering)	int	+3	=	+1	+	2	+	
☒	Knowledge (geography)	int	+5	=	+1	+	4	+	
☒	Knowledge (nature)	int	+3	=	+1	+	2	+	
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☒	Listen ■	wis	+0	=	+0	+		+	
☒	Move Silently ■	dex*	+5	=	+5	+		+	
☐	Open Lock	dex		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☒	Profession ( )	wis		=		+		+	
☒	Profession ( )	wis		=		+		+	
☒	Ride ■	dex	+5	=	+5	+		+	
☒	Search ■	int	+1	=	+1	+		+	
☐	Sense Motive ■	wis	+1	=	+1	+		+	
☐	Sleight of Hand	dex*		=		+		+	
☐	Spellcraft	int		=		+		+	
☒	Spot ■	wis	+2	=	+0	+	2	+	
☒	Survival ■	wis	+4	=	+0	+	4	+	
☒	Swim ■	str*	-2	=	-2	+		+	
☐	Tumble ■	dex*		=		+		+	
☐	Use Magic Device	cha		=		+		+	
☒	Use Rope ■	dex	+7	=	+5	+	2	+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

■ 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
Composite plating	Light	+2	-

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-	5%	-	-	Light Fortification 25%

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			
Rope, silk (50 ft.)		5 lbs			
Sunrod		1 lbs			
Grappling hook		4 lb			
Tinder twig		-			
Alchemist's fire, flask		1 lbs			
Acid, flask		1 lbs			
Longbow (small)		1.5 lbs			
Arrows (40)		3 lbs			
Greatclub (small)		4 lbs			
Dagger (small)		.5 lbs			

*bonus equipment

BASIC POSSESSIONS GP VALUE	262

BASIC WT.	21	+ MAGIC WT.	.	= TOTAL WEIGHT CARRIED	21 lbs

23	24-46	47-70	70	140	350
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 —

gp — 28

pp —

FEATS

Point blank Shot   PG.

Track[b]

(b) = bonus feat

SPECIAL ABILITIES

                          PG.

Warforged Scout   MMIII 193

Small size

Composite plating

Light fortification

Living construct traits

Favored enemy: humanoid (human)

Track

Wild Empathy (Ex)

MINIATURE UNLOCK

Bonus for using listed D&D Miniature

Elusive Size
Miniature: Warforged Scout (WAR DRUMS 13/60) Once per adventure you may force an opponenet to reroll a successgul attack against you. You must accept the results of the new roll.

LANGUAGES

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

Common

Undercommon

TYPICAL SPELLS

Domains: :

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE	

DC MOD

ARCANE SPELL FAILURE	5	%

conditional modifiers

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