

Thr'shk

CHARACTER NAME

Ranger

CLASS

6

LEVEL

Medium

SIZE

Lizardfolk

RACE

Humanoid (Reptilian)

TYPE

PLAYER

Lawful Good

ALIGNMENT

6'3"

HEIGHT

220

WEIGHT

BLACKWHEEL COMPANY

REGION

DEITY

black

EYES

HAIR

none



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			45			30 ft/x4

DEX DEXTERITY	14	+2			AC ARMOR CLASS	23	10	+6	+0	+2	+0	+5	+0	+0	-2	
					TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION	

CON CONSTITUTION	14	+2			TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS	21
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INT INTELLIGENCE	8	-1			INITIATIVE MODIFIER	+2	+2	
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WIS WISDOM	13	+1			TOTAL	+2	DEX MODIFIER	MISC. MODIFIER
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CHA CHARISMA	8	-1			CONDITIONAL MODIFIERS	
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+8	+5	+2	+1	+0	

REFLEX (DEXTERITY)	+8	+5	+2	+1	+0	
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WILL (WISDOM)	+4	+2	+1	+1	+0	
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BASE ATTACK BONUS	(+6/+1)	TEMP.	SPELL RESISTANCE	
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GRAPPLE MODIFIER	+10	+6	+4	+0	+0	ARCANE SPELL FAILURE	
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	(+10/+5)	6	+0	+0	+0	

RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	(+8/+3)	6	+2	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Claw/Claw/Bite	(+11/+11/+9)	1d6+5/1d6+5/1d4+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	S/P (Magic)	Medium
Multiattack/Amulet of Mighty Fists			

AMMUNITION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Precise Longbow +1 (18Str)	(+8/+8/+3)	1d8+5	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
Rapid Shot, Precise Shot, Point Blank Shot			

AMMUNITION 40 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Precise Longbow +1 (18Str)	(+10/+5)	1d8+5	20/x3
RANGE	WEIGHT	TYPE	SIZE
Precise Shot, Point Blank Shot			

AMMUNITION 40 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

AMMUNITION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

AMMUNITION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

AMMUNITION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

AMMUNITION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	-1			
<input checked="" type="checkbox"/> Balance ¹	DEX*	+4	2		2
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	-1		
<input type="checkbox"/> Climb ¹	STR*	+6	4		2
<input type="checkbox"/> Concentration ¹	CON	+2	2		
<input type="checkbox"/> Craft skills... ¹	INT	-1	-1		
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	-1	-1		
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1	-1		
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+2	2		
<input checked="" type="checkbox"/> Forgery ¹	INT	-1	-1		
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	-1		
<input type="checkbox"/> Heal ¹	WIS	+1	1		
<input type="checkbox"/> Hide ¹	DEX*	+11	2	9	
<input checked="" type="checkbox"/> Intimidate ¹	CHA	-1	-1		
<input type="checkbox"/> Jump ¹	STR*	+6	4		2
<input type="checkbox"/> Listen ¹	WIS	+1	1		
<input type="checkbox"/> Move Silently ¹	DEX*	+11	2	9	
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	-1	-1		
<input type="checkbox"/> Ride ¹	DEX	+4	2		2
<input type="checkbox"/> Search ¹	INT	-1	-1		
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+1	1		
<input type="checkbox"/> Spot ¹	WIS	+1	1		
<input type="checkbox"/> Survival ¹	WIS	+12	1	9	2
<input type="checkbox"/> Swim ¹	STR**	+4	4		
<input type="checkbox"/> Use Rope ¹	DEX	+2	2		
Knowledge Nature		+9	-1	8	2
Knowledge Geography		+1	-1	2	
Handle Animal		+7	-1	8	

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
Skills marked with² are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

