EBERRON CHARACTER RECORD SHEET

Field	Value
CHARACTER NAME	Ranger
CLASS	Elf(High)
LEVEL	4
SIZE	Medium
RACE	Humanoid (Elf)
TYPE	Humanoid (Elf)
PLAYER	Male
GENDER	0
AGE	Neutral
ALIGNMENT	Neutral
REGION	
DEITY	

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	12	+1		
WIS WISDOM	10	+0		
CHA CHARISMA	9	−1		

HP HIT POINTS TOTAL: 30

WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED 30 ft/x4

AC ARMOR CLASS TOTAL 20 = 10 + ARMOR BONUS +5 + SHIELD BONUS +1 + DEX MODIFIER +4 + SIZE MODIFIER +0 + NATURAL ARMOR +0 + DEFLECT MOD +0 + MISC MOD +0 | ARMOR CHECK PENALTY | DAMAGE REDUCTION

TOUCH ARMOR CLASS 14 **FLAT-FOOTED ARMOR CLASS** 16

INITIATIVE MODIFIER TOTAL +4 = DEX MODIFIER +4 + MISC. MODIFIER

Saving Throws

SAVING THROWS	TOTAL		BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+5	=	+4	+1	+0	+0	+
REFLEX (DEXTERITY)	+8	=	+4	+4	+0	+0	+
WILL (WISDOM)	+1	=	+1	+0	+0	+0	+

CONDITIONAL MODIFIERS

BASE ATTACK BONUS +4 TEMP.

SPELL RESISTANCE

GRAPPLE MODIFIIER +5 = BASE ATTACK +4 + STR MODIFIER +1 + SIZE MODIFIER +0 + MISC. MODIFIER +0

ARCANE SPELL FAILURE

	TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+5	=	+4	+1	+0	+0	
RANGED ATTACK BONUS	+8	=	+4	+4	+0	+0	

Weapons

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow [+1]	+10	1d8+3	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed, Within 30'

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow [+1]	+9	1d8+2	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow [+1]	+8/+8	1d8+3	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed, Within 30', Rapid Shot

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow [+1]	+7/+7	1d8+2	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed, Rapid Shot

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Light Mace	+5	1d6+1	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	4 lb	B	Medium	One-handed

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS 7 / 3.5

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC. MODIFIER
☒	Appraise[1]	INT	+1	=	1	+	+
☒	Balance[1]	DEX*	+4	=	4	+	+
☒	Bluff[1]	CHA	−1	=	-1	+	+
☐	Climb[1]	STR*	+1	=	1	+	+
☐	Concentration[1]	CON	+1	=	1	+	+
☐	Craft skills…[1]	INT	+1	=	1	+	+
☒	Diplomacy[1]	CHA	−1	=	-1	+	+
☒	Disguise[1]	CHA	−1	=	-1	+	+
☒	Escape Artist[1]	DEX*	+4	=	4	+	+
☒	Forgery[1]	INT	+1	=	1	+	+
☒	Gather Information[1]	CHA	−1	=	-1	+	+
☐	Heal[1]	WIS	+2	=		2	+
☐	Hide[1]	DEX*	+4	=	4	+	+
☒	Intimidate[1]	CHA	−1	=	-1	+	+
☐	Jump[1]	STR*	+1	=	1	+	+
☐	Knowledge (dungeoneering)	INT	+6	=	1	5	+
☐	Knowledge (geography)	INT	+6	=	1	5	+
☐	Knowledge (nature)	INT	+8	=	1	5	2
☐	Listen[1]	WIS	+9	=		7	2
☐	Move Silently[1]	DEX*	+4	=	4	+	+
☒	Perform skills ...[1]	CHA	−1	=	-1	+	+
☐	Ride[1]	DEX	+4	=	4	+	+
☐	Search[1]	INT	+10	=	1	7	2
☒	Sense Motive[1]	WIS	+0	=		+	+
☐	Spot[1]	WIS	+9	=		7	2
☐	Survival[1]	WIS	+7	=		7	+
☐	Swim[1]	STR**	+1	=	1	+	+
☒	Tumble	DEX*	+6	=	4	2	+
☐	Use Rope[1]	DEX	+4	=	4	+	+

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

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+1 Mithral chain shirt	Light	+5	+6

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	10%	30	12.5	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Masterwork Buckler	+1	5	+0	5%
SPECIAL PROPERTIES				

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
		Head	
		Eyes	
		Neck	
+1 Mithral chain shirt (2100 GP)		Torso	
		Body	
		Waist	
		Shoulders	
		Wrist, Left	
		Wrist, Right	
		Hand, Left	
		Hand, Right	
		Fingers, Left	
		Fingers, Left	
		Fingers, Right	
		Fingers, Right	
Masterwork Buckler (265 GP)		Backpack (2 GP)	2
+1 Mighty Composite Longbow [+1] (2500 GP)	3		
2 x Arrows (20) (10 GP)	6	Chalk (0.01 GP)	Neg.
Mace, Light (5 GP)	4	Flint and steel (1 GP)	Neg.
		Identification papers, standard (2 GP)	Neg.
Cure light wounds (potion) (250 GP)	Neg.	Lantern, hooded (7GP)	2
		Mirror, small steel (10 GP)	0.5
		Oil (1-pint flask) (0.5 GP)	1
		Rope, silk (50 ft) (10 GP)	5
		Signal whistle (0.8gp)	Neg.
		TOTAL WEIGHT CARRIED	41

NOTES

Equipment Value 5240 GP

Spent Equipment Value 5168.31 GP

Cash On Hand 7 GP

Miniature Unlock: Shadow Stalking
Miniature: Elf Stalker (UNDERDARK 16/60)
This PC gains a special affinity for
shadows, reducing the penalty
for moving at normal speed while
hiding to -1.

Miniature Unlock II: Faithful Hound
Miniature: Timber Wolf (DEATHKNELL 27/60)
This animal compain gains a +2
morale bonus vs. fear saves and
grants its master a +2 morale
bonus vs. fear saves.

LANGUAGES

Common
Elven

SPECIAL ABILITIES/FEATS

— RACE ABILITIES —
- Base land speed of 30 feet.
- Low-Light Vision
- Immunity to sleep effects
- +2 racial bonus on saving throws against Enchantment spells or effects.
- +2 racial bonus on Listen, Search, and Spot checks
- Automatic Searching: Passing within 5 feet of a secret or concealed door entitles you to a free Search check, as if you were actively looking for it
- Favored Class: Wizard

— CLASS ABILITIES —
- Proficient in light armor, and all shields(except tower shields)
- Proficient with all simple and martial weapons.
- Animal Companion(Ex): You have selected a Wolf as your animal companion.
- Wild Empathy(Ex): You can make a check(1d20+3) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.
- Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.
  ¤ Giant (+2 bonus)

— FEATS —
- Endurance (PH 93)[2]
- Point Blank Shot (PH 98)
- Precise Shot (PH 98)
- Rapid Shot (PH 99)[2]
- Track (PH 101)[2]

CARRYING INFO

1–43	44–86	87–130
LIGHT LOAD	MED LOAD	HEAVY LOAD

130	260	650
LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG

MONEY

PP	
GP	78
SP	6
CP	9
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

| Times/Day | | Used | | Turning/Rebuking Check Modifier | |

Turning/Rebuking	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.