



CHARACTER RECORD SHEET

CHARACTER NAME: Wadroot PLAYER: STFUEN
 CLASS AND LEVEL: Ranger RACE: Elf ALIGNMENT: neutral good DEITY: Ehlonna
 SIZE: med AGE: 213 GENDER: Male HEIGHT: 4'8" WEIGHT: 105 EYES: green HAIR: light SKIN: light

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	7	+2			9	13		30
DEX DEXTERITY	20	+5			25			
CON CONSTITUTION	13	+1			14			
INT INTELLIGENCE	11	+0			11			
WIS WISDOM	15	+0			15			
CHA CHARISMA	10	+0			10			

HP	AC	TOUCH	FLAT-FOOTED	INITIATIVE
22	10	15	15	5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	3	-3	+1				
REFLEX (DEXTERITY)	7	-3	+5				
WILL (WISDOM)	3	-1	+2				

BASE ATTACK BONUS: +3 SPELL RESISTANCE: +2
 GRAPPLE MODIFIER: +5 = 2 (BASE ATTACK BONUS) + 3 (STRENGTH MODIFIER) + 0 (SIZE MODIFIER) + 0 (MISC. MODIFIER)

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<u>long sword</u>	<u>+7</u>	<u>1d8+3</u>	<u>19-20/x2</u>
RANGE	TYPE	NOTES	

AMMUNITION: []

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<u>long bow</u>	<u>+7</u>	<u>1d8+1</u>	<u>x3</u>
RANGE	TYPE	NOTES	

AMMUNITION: []

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<u>short sword</u>	<u>+6</u>	<u>1d6+3</u>	<u>19-20/x2</u>
RANGE	TYPE	NOTES	

AMMUNITION: []

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<u>Morning Star</u>	<u>+6</u>	<u>1d8+3</u>	
RANGE	TYPE	NOTES	

AMMUNITION: []

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION: []

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/> APPRAISE	INT	0	0	0	0
<input type="checkbox"/> BALANCE	DEX*	5	5	0	0
<input type="checkbox"/> BLUFF	CHA	0	0	0	0
<input checked="" type="checkbox"/> CLIMB	STR*	5	2	1	0
<input checked="" type="checkbox"/> CONCENTRATION	CON	1	1	0	0
<input type="checkbox"/> CRAFT ()	INT	0	0	0	0
<input checked="" type="checkbox"/> CRAFT ()	INT	0	0	0	0
<input type="checkbox"/> CRAFT ()	INT	0	0	0	0
<input type="checkbox"/> DECIPHER SCRIPT	INT	0	0	0	0
<input type="checkbox"/> DIPLOMACY	CHA	0	0	0	0
<input type="checkbox"/> DISABLE DEVICE	INT	0	0	0	0
<input type="checkbox"/> DISGUISE	CHA	0	0	0	0
<input type="checkbox"/> ESCAPE ARTIST	DEX*	5	5	0	0
<input type="checkbox"/> FORGERY	INT	0	0	0	0
<input type="checkbox"/> GATHER INFORMATION	CHA	0	0	0	0
<input type="checkbox"/> HANDLE ANIMAL	CHA	3	0	3	0
<input checked="" type="checkbox"/> HEAL	WIS	2	2	0	0
<input checked="" type="checkbox"/> HIDE	DEX*	5	5	3	0
<input type="checkbox"/> INTIMIDATE	CHA	0	0	0	0
<input checked="" type="checkbox"/> JUMP	STR*	5	3	2	0
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	INT	2	0	2	0
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input checked="" type="checkbox"/> LISTEN	WIS	8	2	4	2
<input checked="" type="checkbox"/> MOVE SILENTLY	DEX*	10	5	5	0
<input type="checkbox"/> OPEN LOCK	DEX	5	5	0	0
<input type="checkbox"/> PERFORM ()	CHA				
<input type="checkbox"/> PERFORM ()	CHA				
<input type="checkbox"/> PERFORM ()	CHA				
<input checked="" type="checkbox"/> PROFESSION ()	WIS	7	2	0	0
<input type="checkbox"/> PROFESSION ()	WIS				
<input checked="" type="checkbox"/> RIDE	DEX	6	5	1	0
<input checked="" type="checkbox"/> SEARCH	INT	7	0	4	2
<input type="checkbox"/> SENSE MOTIVE	WIS	2	2	0	0
<input type="checkbox"/> SLEIGHT OF HAND	DEX*	5	5	0	0
<input type="checkbox"/> SPELLCRAFT	INT	0	0	0	0
<input checked="" type="checkbox"/> SPOT	WIS	8	2	4	2
<input checked="" type="checkbox"/> SURVIVAL	WIS	7	2	5	0
<input checked="" type="checkbox"/> SWIM	STR*	4	3	1	0
<input type="checkbox"/> TUMBLE	DEX*	5	5	0	0
<input type="checkbox"/> USE MAGIC DEVICE	CHA	0	0	0	0
<input checked="" type="checkbox"/> USE ROPE	DEX	6	5	1	0

■ Denotes a skill that can be used untrained.
 □ Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

Pb: 30ft +1 attack and drag

CAMPAIGN

13834

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
studded leather		light	+3	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	15%	30ft	20	

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
heavy wooden shield		+2	10	-2
SPELL FAILURE	SPECIAL PROPERTIES			
15%				

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
long bow		3			
long sword		4			
arrows		39			
studded leather		20			
heavy wood shield		10			
short sword		2			
flint & steel					
3 torches		3			
morning star		6			
curt light wood					
TOTAL WEIGHT CARRIED					

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

MONEY

CP -
SP -
GP -
PP -

FEATS

point blank shot ^{PG. 90}
rapid shot
ice
precise shot

SPECIAL ABILITIES

frack
wild empathy
favored enemy
Vornish
Combat style (range)
Endurance

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

SPELL SAVE DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

LANGUAGES

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

Common
Elven

+178gp

7