

Nym Tamruth

Pete

CHARACTER NAME Ranger		Half-elf	
CLASS Male	5'6"	RACE 177 lb.	Lt Brown
GENDER 4	HEIGHT	WEIGHT	HAIR

PLAYER Chaotic Good	
ALIGNMENT Green	DEITY Medium-size
EYES Oakhurst	SIZE Low-light Vision x2
HOMELAND	VISION

EXPERIENCE NEEDED
4

	Ability Score	Ability Modifier	Temp Score	Temp Modifier
STR Strength	16	+3		
DEX Dexterity	16	+3		
CON Constitution	13	+1		
INT Intelligence	12	+1		
WIS Wisdom	15	+2		
CHA Charisma	10	0		

HP Hit Points	28
AC Armor Class	16

TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE		
28				
16	= 10+	+3	+3	0
TOTAL		Armor Bonus	Dex Mod	Shield Bonus
		Size Bonus	Misc Bonus	

INITIATIVE MODIFIER	+3	+3	
TOTAL	DEX	MISC	

BASE ATTACK BONUS	+4
TOTAL	

MELEE BASE	+7	+4	+3	0
TOTAL	BASE	STAT	SIZE	

MISSILE BASE	+7	+4	+3	0
TOTAL	BASE	STAT	SIZE	

FORT SAVE	+5	+4	+1	
TOTAL	BASE	STAT	SIZE	

REF SAVE	+4	+1	+3	
TOTAL	BASE	STAT	SIZE	

WILL SAVE	+3	+1	+2	
TOTAL	BASE	STAT	SIZE	

76	153	230	230	460	1150
Light Load	Medium Load	Heavy Load	Lift Over Head	Lift Off Ground	Drag

15%	-1	30 ft.
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPEED

WEAPON							
Dagger	+7	1d4+1	19-20(x2)	-	1 lb.	Tiny	P
Longbow	+7	1d8	(x3)	100 ft.	3 lbs.	Large	P
+1 Longsword	+7	1d8+4	19-20(x2)	-	4 lbs.	Med	S

ARMOR									
Studded Leather	+3	Light	+1	+5	+15%	30 ft.	20 lb.		

ARMOR									

GEAR AND EQUIPMENT			AMMUNITION
Backpack (2 lbs.)	Waterskin (4 lbs.)	Bedroll (5 lbs.)	■■■■ ■■■■
Flint and steel (0 lbs.)	Whetstone (1 lbs.)	Silk rope (50 ft.) (5 lbs.)	
(9 x) Trail rations (1 lbs.)	Winter blanket (3 lbs.)	Belt pouch (1 lbs.)	■■■■ ■■■■
Fishhook (0 lbs.)	Chest (25 lbs.)	Traveler's outfit (5 lbs.)	
Dagger (1 lbs.)	Longbow (3 lbs.)	(8 x) Oil (1-pint flask) (1 lbs.)	■■■■ ■■■■
Scale Mail (30 lbs.)	Studded Leather (20 lbs.)	+1 Longsword (4 lbs.)	
Figure, Jade Dragon (0 lbs.)	Goblet, Crystal (0 lbs.)	(24 x) Silverware (0 lbs.)	■■■■ ■■■■
(19 x) Arrow (3 lbs.)			■■■■ ■■■■
			■■■■ ■■■■
			■■■■ ■■■■
			■■■■ ■■■■

SKILL NAME

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x = Cross Class

ABILITY MOD STAT RANK MISC

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<input type="checkbox"/> Animal Empathy	Cha	+2	+0	+2	+0
<input type="checkbox"/> Balance	Dex	+2	+3	+0	-1
<input type="checkbox"/> Climb	Str	+3	+3	+1	-1
<input type="checkbox"/> Craft	Int	+1	+1	+0	+0
<input type="checkbox"/> Disguise	Cha	+0	+0	+0	+0
<input type="checkbox"/> Forgery	Int	+1	+1	+0	+0
<input type="checkbox"/> Handle Animal	Cha	+2	+0	+2	+0
<input type="checkbox"/> Hide	Dex	+3	+3	+1	-1
<input type="checkbox"/> Intuit Direction	Wis	+4	+2	+2	+0
<input type="checkbox"/> Knowledge (Nature)	Int	+2	+1	+1	+0
<input type="checkbox"/> Move Silently	Dex	+8	+3	+6	-1
<input type="checkbox"/> Profession (Brewer)	Wis	+4	+2	+2	+0
<input type="checkbox"/> Search	Int	+6	+1	+5	+0
<input type="checkbox"/> Spot	Wis	+5	+2	+3	+0
<input type="checkbox"/> Use Rope	Dex	+5	+3	+2	+0
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

<input type="checkbox"/> Appraise	Int	+1	+1	+0	+0
<input type="checkbox"/> Bluff	Cha	+0	+0	+0	+0
<input type="checkbox"/> Concentration	Con	+2	+1	+1	+0
<input type="checkbox"/> Diplomacy	Cha	+0	+0	+0	+0
<input type="checkbox"/> Escape Artist	Dex	+2	+3	+0	-1
<input type="checkbox"/> Gather Information	Cha	+0	+0	+0	+0
<input type="checkbox"/> Heal	Wis	+4	+2	+2	+0
<input type="checkbox"/> Intimidate	Cha	+0	+0	+0	+0
<input type="checkbox"/> Jump	Str	+3	+3	+1	-1
<input type="checkbox"/> Listen	Wis	+3	+2	+1	+0
<input type="checkbox"/> Perform	Cha	+0	+0	+0	+0
<input type="checkbox"/> Ride	Dex	+4	+3	+1	+0
<input type="checkbox"/> Sense Motive	Wis	+2	+2	+0	+0
<input type="checkbox"/> Swim	Str	+3	+3	+0	+0
<input type="checkbox"/> Wilderness Lore	Wis	+4	+2	+2	+0
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

**MONEY
GEMS AND VALUABLES**

GP: 62
SP: 2
CP: 7

NOTES

**MISC
POINTS AND VALUES**

Spell Resistance: 0

