

Leliath 'Quietbow' Alealee

CHARACTER NAME

Ranger

CLASS

6

LEVEL

Medium

SIZE

Elf(High)

RACE

Humanoid

TYPE

PLAYER

Female

GENDER

123

AGE

Chaotic Good

ALIGNMENT

4'10"

HEIGHT

100 lbs

WEIGHT

Geoff

REGION

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	14	+2			HP HIT POINTS	33		30 ft/x4
DEX DEXTERITY	20	+5			AC ARMOR CLASS	20 = 10 + +5 + +0 + +5 + +0 + +0 + +0 + +0		
CON CONSTITUTION	10	+0			TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	15
INT INTELLIGENCE	8	-1			INITIATIVE MODIFIER	+5 = +5 +		
WIS WISDOM	16	+3						
CHA CHARISMA	8	-1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+5	+5	+0	+0	+0		
REFLEX (DEXTERITY)	+10	+5	+5	+0	+0		
WILL (WISDOM)	+5	+2	+3	+0	+0		

BASE ATTACK BONUS	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
GRAPPLE MODIFIER	+8	+6	+2	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
ATTACK BONUS	+8/+3	+6/+1	+2	+0	+0	

RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
ATTACK BONUS	+11/+6	+6/+1	+5	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Lbow Bane Goblins (+2 Str)	+12/+7	1d8+3	20/x3

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

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork battleaxe	+9/+4	1d8+2	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	6 lb	S	Medium	One-handed

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS			
			ABILITY MODIFIER	RANKS	9 / 4.5	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	-1	-1	+	+	
<input checked="" type="checkbox"/> Balance ¹	DEX*	+5	5	+	+	
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	-1	+	+	
<input type="checkbox"/> Climb ¹	STR*	+2	2	+	+	
<input type="checkbox"/> Concentration ¹	CON	+0		+	+	
<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*	+5	5	+	+	
<input checked="" type="checkbox"/> Forgery ¹	INT	-1	-1	+	+	
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	-1	+	+	
<input type="checkbox"/> Handle Animal	CHA	-1	-1	+	+	
<input type="checkbox"/> Heal ¹	WIS	+3	3	+	+	
<input type="checkbox"/> Hide ¹	DEX*	+14	5	+	9	+
<input checked="" type="checkbox"/> Intimidate ¹	CHA	-1	-1	+	+	
<input type="checkbox"/> Jump ¹	STR*	+2	2	+	+	
<input type="checkbox"/> Knowledge (dungeoneering)	INT	-1	-1	+	+	
<input type="checkbox"/> Knowledge (geography)	INT	-1	-1	+	+	
<input type="checkbox"/> Knowledge (nature)	INT	+1	-1	+	+	2
<input type="checkbox"/> Listen ¹	WIS	+14	3	+	9	+
<input type="checkbox"/> Move Silently ¹	DEX*	+14	5	+	9	+
<input type="checkbox"/> Ride ¹	DEX	+5	5	+	+	
<input type="checkbox"/> Search ¹	INT	+1	-1	+	+	2
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+3	3	+	+	
<input type="checkbox"/> Spot ¹	WIS	+14	3	+	9	+
<input type="checkbox"/> Survival ¹	WIS	+12	3	+	9	+
<input type="checkbox"/> Swim ¹	STR**	+2	2	+	+	
<input type="checkbox"/> Use Rope ¹	DEX	+5	5	+	+	

Skills marked with¹ 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.

Gilran

CHARACTER NAME

Fighter

CLASS

6

LEVEL

Medium

SIZE

Elf(Wood)

RACE

Humanoid

TYPE

PLAYER

Female

GENDER

110

AGE

Chaotic Good

ALIGNMENT

6'3"

HEIGHT

219 lbs

WEIGHT

Geoff

REGION

Corellon Larethian

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			HP HIT POINTS	40		30 ft/x4
DEX DEXTERITY	20	+5			AC ARMOR CLASS	20	10 + +5 + +0 + +5 + +0 + +0 + +0 + +0	
CON CONSTITUTION	10	+0			TOTAL			
INT INTELLIGENCE	8	-1			TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	15
WIS WISDOM	10	+0			INITIATIVE MODIFIER	+5	+5	
CHA CHARISMA	9	-1			TOTAL			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+5	+5	+0	+0	+0		
REFLEX (DEXTERITY)	+7	+2	+5	+0	+0		
WILL (WISDOM)	+2	+2	+0	+0	+0		

BASE ATTACK BONUS	+6/+1	TEMP. MODIFIER	SPELL RESISTANCE				
GRAPPLE MODIFIER	+10	+6	+4	+0	+0	ARCANE SPELL FAILURE	
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER		

MELEE ATTACK BONUS	+10/+5	+6/+1	+4	+0	+0	TEMP. MODIFIER
RANGED ATTACK BONUS	+11/+6	+6/+1	+5	+0	+0	TEMP. MODIFIER
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Composite Greatbow (+4 Str)	+14/+9	1d10+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Composite Greatbow (+4 Str)	+15/+10	1d10+9	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30'			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork longsword	+11/+6	1d8+4	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES			
One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILLS		MAX RANKS	9 / 4.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	-1	-1
<input checked="" type="checkbox"/> Balance ¹	DEX*	+5	5
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	-1
<input type="checkbox"/> Climb ¹	STR*	+13	4
<input checked="" type="checkbox"/> Concentration ¹	CON	+0	
<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*	+5	5
<input checked="" type="checkbox"/> Forgery ¹	INT	-1	-1
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	-1
<input checked="" type="checkbox"/> Heal ¹	WIS	+0	
<input checked="" type="checkbox"/> Hide ¹	DEX*	+5	5
<input type="checkbox"/> Intimidate ¹	CHA	-1	-1
<input type="checkbox"/> Jump ¹	STR*	+4	4
<input checked="" type="checkbox"/> Listen ¹	WIS	+2	
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+5	5
<input type="checkbox"/> Ride ¹	DEX	+5	5
<input checked="" type="checkbox"/> Search ¹	INT	+1	-1
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0	
<input checked="" type="checkbox"/> Spot ¹	WIS	+2	
<input checked="" type="checkbox"/> Survival ¹	WIS	+0	
<input type="checkbox"/> Swim ¹	STR**	+4	4
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+5	5

Skills marked with¹ 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.

Nelthalas

CHARACTER NAME
Monk/Rogue
 CLASS
 5/1
 LEVEL
 Medium
 SIZE
 Elf(Wood)
 RACE
 Humanoid
 TYPE

PLAYER
Male
 GENDER
 110
 AGE
 Lawful Neutral
 ALIGNMENT
 5'5"
 HEIGHT
 149 lbs
 WEIGHT

Geoff

REGION
 DEITY
 EYES
 HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	20	+5			HP HIT POINTS	37		40 ft/x4
DEX DEXTERITY	16	+3			AC ARMOR CLASS	19	10 + +0 + +0 + +3 + +0 + +0 + +2 + +4	
CON CONSTITUTION	12	+1			TOUCH ARMOR CLASS	19	FLAT-FOOTED ARMOR CLASS	16
INT INTELLIGENCE	7	-2			INITIATIVE MODIFIER	+3	+3 + +0 + +0	
WIS WISDOM	16	+3			SAVING THROWS FORTITUDE (CONSTITUTION)	+5	+4 + +1 + +0 + +0 + +0	
CHA CHARISMA	8	-1			REFLEX (DEXTERITY)	+9	+6 + +3 + +0 + +0 + +0	
					WILL (WISDOM)	+7	+4 + +3 + +0 + +0 + +0	

BASE ATTACK BONUS	+3	TEMP. MODIFIER	SPELL RESISTANCE	
GRAPPLE MODIFIER	+8	+3 + +5 + +0 + +0	ARCANE SPELL FAILURE	
MELEE ATTACK BONUS	+8	+3 + +5 + +0 + +0 + +0		
RANGED ATTACK BONUS	+6	+3 + +3 + +0 + +0 + +0		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Unarmed Strike	+8	1d10 +5 + 1d6	20/x2
RANGE	WEIGHT	TYPE	SIZE
		B	Medium
One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Unarmed Strike	+7/+7	1d10 +5 + 1d6	20/x2
RANGE	WEIGHT	TYPE	SIZE
		B	Medium
One-handed, Flurry of Blows			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork composite longbow (+4 Str)	+7	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
0			
RANGE	WEIGHT	TYPE	SIZE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/> Appraise ¹	INT	-2	-2			
<input type="checkbox"/> Balance ¹	DEX*	+11	3	6	2	
<input type="checkbox"/> Bluff ¹	CHA	-1	-1			
<input type="checkbox"/> Climb ¹	STR*	+9	5	4		
<input type="checkbox"/> Concentration ¹	CON	+1	1			
<input type="checkbox"/> Diplomacy ¹	CHA	-1	-1			
<input type="checkbox"/> Disguise ¹	CHA	-1	-1			
<input type="checkbox"/> Escape Artist ¹	DEX*	+3	3			
<input type="checkbox"/> Forgery ¹	INT	-2	-2			
<input type="checkbox"/> Gather Information ¹	CHA	-1	-1			
<input checked="" type="checkbox"/> Heal ¹	WIS	+3	3			
<input type="checkbox"/> Hide ¹	DEX*	+7	3	4		
<input type="checkbox"/> Intimidate ¹	CHA	-1	-1			
<input type="checkbox"/> Jump ¹	STR*	+20	5	9	6	
<input type="checkbox"/> Listen ¹	WIS	+5	3		2	
<input type="checkbox"/> Move Silently ¹	DEX*	+7	3	4		
<input checked="" type="checkbox"/> Ride ¹	DEX	+3	3			
<input type="checkbox"/> Search ¹	INT	+0	-2		2	
<input type="checkbox"/> Sense Motive ¹	WIS	+3	3			
<input type="checkbox"/> Spot ¹	WIS	+5	3		2	
<input checked="" type="checkbox"/> Survival ¹	WIS	+3	3			
<input type="checkbox"/> Swim ¹	STR**	+5	5			
<input type="checkbox"/> Tumble	DEX*	+12	3	7	2	
<input type="checkbox"/> Use Rope ¹	DEX	+3	3			

Skills marked with¹ 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.

LEVEL

Medium

Humanoid

TYPE

AGE

05
HEIGHT

219 lbs

215 153
WEIGHT

EYES

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□

Skills marked with[†] 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.

CHARACTER NAME	
Fighter/Ranger	Elf(High)
CLASS	RACE
4/2	Humanoid
LEVEL	TYPE
Medium	

PLAYER		
Male	Chaotic Good	
GENDER	ALIGNMENT	
125	6'3	125
AGE	HEIGHT	WEIGHT

Geoff
REGION
Corellon Larethian
DEITY
EYES HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER		TOTAL	WOUNDS/CURRENT HP		NONLETHAL DAMAGE					SPEED			
STR STRENGTH	14	+2			HP HIT POINTS	37								30 ft/x4			
DEX DEXTERITY	20	+5			AC ARMOR CLASS	22	=	10	+6	+1	+4	+0	+0	+1	+0	-2	
CON	10	+0				TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION	

CONSTITUTION					
INT INTELLIGENCE	10	+0			
WIS WISDOM	10	+0			
CHA CHARISMA	13	+1			

TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	18
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INITIATIVE MODIFIER	+5	=	+5	+	
TOTAL			DEX MODIFIER		MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+7	+7	+0	+0	+0		
REFLEX (DEXTERITY)	+9	+4	+5	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	+6/+1	TEMP.	SPELL RESISTANCE	
GRAPPLE MODIFIER	+8 = +6 + +2 + +0 + +0		ARCANE SPELL FAILURE	
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER

	TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+8/+3	=	+6/+1	+2	+0	+0	
RANGED ATTACK BONUS	+11/+6	=	+6/+1	+5	+0	+0	
	TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Comp Frost Greatbow		+13/+8		1d10+3 + 1d6F		20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
195 ft	6 lb	P	Medium	Two-handed			

[illegible]

WEAPON			TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Comp Frost Greatbow			+14/+9		1d10+4 + 1d6F		20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES				
195 ft	6 lb	P	Medium	Two-handed, Within 30'				

AMMUNITION □□□□□ □□□□□ □□□□□ □□□□□

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Comp Frost Greatbow		+10/+10/+5		1d10+3 + 1d6F		20/x3	
RANGE	WEIGHT	TYPE		SIZE	SPECIAL PROPERTIES		
195 ft	6 lb	P		Medium	Two-handed, Rapid Shot		

AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Comp Frost Greatbow		+11/+11/+6		1d10+4 + 1d6F		20/x3	
RANGE	WEIGHT	TYPE		SIZE	SPECIAL PROPERTIES		
195 ft	6 lb	P		Medium	Two-handed, Within 30', Rapid Shot		

AMMUNITION □□□□□ □□□□□ □□□□□ □□□□□

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Longsword		+8/+3		1d8+2		19-20/x2	
RANGE	WEIGHT	TYPE		SIZE	SPECIAL PROPERTIES		
	4 lb	S		Medium	One-handed		

AMMUNITION

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

AMMUNITION □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

SKILLS					MAX RANKS	9 / 4.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER	

<input checked="" type="checkbox"/> Appraise ¹	INT	+0	=	+		+	
<input checked="" type="checkbox"/> Balance ¹	DEX*	+3	=	5	+		-2
<input checked="" type="checkbox"/> Bluff ¹	CHA	+1	=	1	+		+
<input type="checkbox"/> Climb ¹	STR*	+9	=	2	+	9	-2
<input type="checkbox"/> Concentration ¹	CON	+0	=		+		+
<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*	+3	=	5	+		-2
<input checked="" type="checkbox"/> Forgery ¹	INT	+0	=		+		+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+1	=	1	+		+
<input type="checkbox"/> Heal ¹	WIS	+0	=		+		+
<input type="checkbox"/> Hide ¹	DEX*	+14	=	5	+	6	3
<input type="checkbox"/> Intimidate ¹	CHA	+1	=	1	+		+
<input type="checkbox"/> Jump ¹	STR*	+0	=	2	+		-2
<input type="checkbox"/> Listen ¹	WIS	+7	=		+	5	2
<input type="checkbox"/> Move Silently ¹	DEX*	+14	=	5	+	6	3
<input type="checkbox"/> Ride ¹	DEX	+5	=	5	+		+
<input type="checkbox"/> Search ¹	INT	+2	=		+		2
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0	=		+		+
<input type="checkbox"/> Spot ¹	WIS	+7	=		+	5	2
<input type="checkbox"/> Survival ¹	WIS	+5	=		+	5	+
<input type="checkbox"/> Swim ¹	STR**	-2	=	2	+		-4
<input type="checkbox"/> Use Rope ¹	DEX	+5	=	5	+		+

Skills marked with* 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.

Whisper

CHARACTER NAME

Ranger

CLASS

6 Medium

LEVEL

SIZE

Elf(Wood)

RACE

Humanoid

TYPE

PLAYER

Male

GENDER

126

AGE

Chaotic Good

ALIGNMENT

6'5"

HEIGHT

195 lbs

WEIGHT

Geoff

REGION

Corellon Larethian

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			HP HIT POINTS	51		30 ft/x4
DEX DEXTERITY	14	+2			AC ARMOR CLASS	18	10 + +6 + +0 + +2 + +0 + +0 + +0 + +0	-2
CON CONSTITUTION	16	+3			TOTAL		ARMOR BONUS	SHIELD BONUS
INT INTELLIGENCE	6	-2			TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS	16
WIS WISDOM	11	+0			INITIATIVE MODIFIER	+2	+2	
CHA CHARISMA	10	+0			TOTAL		DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+5	+3	+0	+0		
REFLEX (DEXTERITY)	+7	+5	+2	+0	+0		
WILL (WISDOM)	+2	+2	+0	+0	+0		

BASE ATTACK BONUS	+6/+1	TEMP. MODIFIER	SPELL RESISTANCE				
GRAPPLE MODIFIER	+10	+6	+4	+0	+0	ARCANE SPELL FAILURE	
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER			

MELEE ATTACK BONUS	+10/+5	+6/+1	+4	+0	+0	TEMP. MODIFIER
RANGED ATTACK BONUS	+8/+3	+6/+1	+2	+0	+0	TEMP. MODIFIER
TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Keen Frost Scimitar	+10/+5	1d6+5 + 1d6 Frost	15-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES			
Two-Weapon (primary)			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Keen Fire Scimitar	+10/+5	1d6+5 + 1d6 Fire	15-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES			
Two-Weapon (secondary)			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
AMMUNITION			

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	-2	-2		
<input checked="" type="checkbox"/> Balance ¹	DEX*	+0	2		-2
<input checked="" type="checkbox"/> Bluff ¹	CHA	+0			
<input type="checkbox"/> Climb ¹	STR*	+2	4		-2
<input type="checkbox"/> Concentration ¹	CON	+3	3		
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	+0			
<input checked="" type="checkbox"/> Disguise ¹	CHA	+0			
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+0	2		-2
<input checked="" type="checkbox"/> Forgery ¹	INT	-2	-2		
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+0			
<input type="checkbox"/> Heal ¹	WIS	+0			
<input type="checkbox"/> Hide ¹	DEX*	+9	2	9	-2
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+0			
<input type="checkbox"/> Jump ¹	STR*	+2	4		-2
<input type="checkbox"/> Listen ¹	WIS	+11		9	2
<input type="checkbox"/> Move Silently ¹	DEX*	+9	2	9	-2
<input type="checkbox"/> Ride ¹	DEX	+2	2		
<input type="checkbox"/> Search ¹	INT	+0	-2		2
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0			
<input type="checkbox"/> Spot ¹	WIS	+11		9	2
<input type="checkbox"/> Survival ¹	WIS	+0			
<input type="checkbox"/> Swim ¹	STR**	+0	4		-4
<input type="checkbox"/> Use Rope ¹	DEX	+2	2		

Skills marked with¹ 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.

