

CHARACTER NAME

PLAYER

Ranger
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP, AC, Initiative, and Base Attack Bonus calculation boxes. Includes formulas for HP (10 + armor/shield/dex/size/natural/misc), AC (10 + armor/shield/dex/size/natural/misc), Initiative (dex/misc), and Base Attack Bonus.

DAMAGE REDUCTION, HIT DIE TYPE (d10), and SPEED table with fields for MISS CHANCE, ARMOR CHECK PENALTY, and SPELL RESISTANCE.

SAVING THROWS table for FORTITUDE, REFLEX, and WILL. Includes columns for TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC. MODIFIER, TEMPORARY MODIFIER, and CONDITIONAL MODIFIERS.

MELEE and RANGED ATTACK BONUS calculation boxes. Includes formulas for MELEE (base attack bonus + str modifier + size modifier + misc modifier + temp modifier) and RANGED (base attack bonus + dex modifier + size modifier + misc modifier + temp modifier).

WEAPON table with columns for WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, and SPECIAL PROPERTIES.

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WEAPON table with columns for WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, and SPECIAL PROPERTIES.

ARMOR/PROTECTIVE ITEM table with columns for TYPE, ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, and SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns for ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, and SPECIAL PROPERTIES.

AMMUNITION

Ammunition table with columns for arrows, bolts, and other types, each with a grid for quantity.

CROSS-CLASS SKILLS table header with columns for SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, and MISC MODIFIER.

Skills list including Alchemy, Animal Empathy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana, Architecture & Engineering, Geography, History, Local, Nature, Nobility & Royalty, The Planes, Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore, and others.

