

CHARACTER NAME

PLAYER



Ranger

LEVEL

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEET

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

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 Hit Points, AC Armor Class, and WOUNDS/CURRENT HP sections. Includes formulas for AC and HP.

TOUCH ARMOR CLASS, FLAT-FOOTED ARMOR CLASS, and INITIATIVE MODIFIER sections.

SAVING THROWS section including FORTITUDE, REFLEX, and WILL with calculation boxes for total and modifiers.

BASE ATTACK BONUS and GRAPPLE MODIFIER sections with calculation boxes.

ATTACK table with columns for Range, Type, Attack Bonus, Damage, and Critical.

AMMUNITION section with a row of 20 checkboxes.

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SKILLS table header with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

- List of skills including Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, and Use Rope.

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.)

