CHARACTER NAME			PLAYER					<b>LIUNGEONS</b>						
Ranger			RACE ALIGNMENT DEITY				4	T)RAGONS°						
								CHARAC'					ET	
SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN							
ABILITY NAME		ABILITY TEMPORAR ODIFIER SCORE	RY TEMPORARY MODIFIER	TOTA	L wo	UNDS/CURRENT HP		NONLETH DAMAGE	AL 		SPE	ED		
STR STRENGTH	<u> </u>	_ _	н	HP T POINTS	<b>ቯ</b> └──				L					
<b>DEX</b> DEXTERITY			ARN	AC MOR CLASS	_] = 10+		+	+	+	_]+_		DAMAGE RE	DUCTION	
CON CONSTITUTION				TOTA	<b>L</b>	ARMOR SHIEL BONUS BONI	LD DEX US MODIFIER M	SIZE NATURAL ODIFIER ARMOR	DEFLECTI MODIFI		MISC DIFIER			
INT INTELLIGENCE			TO	OUCH MOR CLASS	FLAT-	FOOTED DR CLASS	SKILL?	5	KILL	S (	MA CLASS/CROS	X RANKS S-CLASS)	/	
WIS		$\neg \neg$					SKILL NAM	IE	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
СНА	imi	= -		NITIATIV MODIFIER		DEX MISC	☐ Appraise ■		INT		=	+	+	
CHARISMA			CF ARILITY I	MAGIC MISS	TOTAL	MODIFIER MODIFIER	BALANCE ■		DEX*		=	+	.+	
	THROWS	TOTAL BA	SE ABILITY I VE MODIFIER M	MAGIC MISC ODIFIER MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS	□ BLUFF ■		СНА		=	+	.+	
FOR I	TUDE	=	++	+	+		<ul><li></li></ul>	ATION ■	STR*		=	+ +	.+	
REF	LEX ERITY)	=	+ + +	+	+		⊠ CRAFT ■ (_	)	INT		=	+	.+	
WI	ILL	一二	Ħ₊Ѭ₊ቮ	<b>=</b>			⊠ CRAFT ■ (_	)	INT		=	+	.+	
(WISE	DOM)			'			☐ CRAFT ■ (_	)	INT		=	+	.+	
DACE	ATTAC	Y DON	IC		PELL		☐ DECIPHER :		INT CHA		=·	+ +	.+ +	
BASE	- AI IAC	K BON	<u> </u>	RES	ISTANCE		☐ DISABLE DE		INT		=	+	.+	
CP	APPLE						☐ DISGUISE ■		СНА		=	+	.+	
GK	MODIFIER		BASE ATTAC	_	· L +	MISC	☐ <b>E</b> SCAPE <b>A</b> RT	TIST■	DEX*		=	+	,+	
		TOTA	L BONUS	MODIFIER	MODIFIER	MODIFIER	☐ FORGERY ■	ODMATION =	INT	$\vdash$	=	+	.+	
	ATTACK		ATTACK DO	NUC	DAMAGE	CRITICAL	☐ GATHER INF ■ ☐ HANDLE AN		CHA CHA		=	+	.+	
	ATTACI	`	ATTACK BO	NUS	DAMAGE	CRITICAL	⊠ HEAL■		WIS		=	+	.+	
DANICE	TVDE			NOTES			⊠ Hide ■		DEX*		=	+	.+	
RANGE	TYPE			NOTES			□ INTIMIDATE		CHA	$\vdash$	=	+	.+	
							JUMP ■ KNOWLEDG	E (Dungeoneering	STR* ) INT		=	+	.+	
AMMUNITIO	ON		_ 00000 000					E (Geography)	INT		=	+	.+	
	ATTACK		ATTACK BO	NUS	DAMAGE	CRITICAL	■ Knowledge	,	INT		=	+	.+	
			M MCK 50				☐ KNOWLEDG		INT		=	+ +	.+	
RANGE	TYPE			NOTES			☐ KNOWLEDG	DE ()	INT WIS		=	+	+	
							Move Silen	NTLY ■	DEX*		=	+	.+	
							☐ OPEN LOCK		DEX		=	+	.+	
AMMUNITIO	ON		_ 0000 000				□ PERFORM (	,	CHA			+ +	.+	
	<b>ATTACK</b>		ATTACK BO	NUS	DAMAGE	CRITICAL	`	)	CHA CHA			+		
								N ()	WIS		=	+	.+	
RANGE	TYPE			NOTES			_	N ()	WIS		=	+	.+	
							⊠ RIDE ■		DEX		=	+	.+	
AMMUNITIO	N .	<u> </u>					SEARCH ■ SENSE MOT	TIVE ■	INT WIS		=	+	.+	
							☐ SLEIGHT OF		DEX*		=	+	.+	
	ATTACK		ATTACK BO	NUS	DAMAGE	CRITICAL	☐ S PELLCRAFT	-	INT		=	+	.+	
							⊠ SPOT ■		WIS		=	+	.+	
RANGE	TYPE			NOTES			SURVIVAL ■  SWIM ■	1	WIS STR*			+	.T	
							☐ TUMBLE		DEX*		=	+	.+	
AMMUNITIO	ON		_ 0000 000				☐ USE MAGIC		СНА	$\square$	=	+	.+	
	<b>∧</b>						Use Rope     □		DEX	$\vdash$	=·	.+ +	.+	
	ATTACK		ATTACK BO	NUS	DAMAGE	CRITICAL				$\vdash$	 =	+	+	
											=	+	.+	
RANGE	TYPE			NOTES			■ Denotes a skill th	at can be used untraine	d.					
							☐ Mark this box wit	th an X if the skill is a cl llty, if any, applies. (Dou	ass skill fo					
AMMUNITIO	N						Annoi check pella	,, 11 any, applies. (DOL	one penall	, ioi swiili.	'/			

	SPELLS	CLASS FEATURES
CAMPAIGN	FAVO	RED ENEMIES SKILL/DMG BONUS*
	1ST:	
EXPERIENCE POINTS	1st en	MY
GEAR		
ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX		EMY
		EMY
CHECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES		
	4тн в	VEMY
SHEILD/PROTECTIVE ITEM AC BONUS WEIGHT CHECK PENALTY	2ND:	FMV
		*Applies to Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage damage rolls.
SPELL FAILURE SPECIAL PROPERTIES		
		COMBAT STYLE
PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES		RCHERY TWO-WEAPON TWO-WEAPON TWO-WEAPON
1.5 5 5 .5 5 .5 5 .5 5 .5 5 .5 5 .5 5 .		FIGHTING
		IMPROVED TWO-WEAPON
PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES		PRECISE SHOT
	)	GREATER TWO-WEAPON ☐ FIGHTING
OTHER POSESSIONS  ITEM PG. WT. ITEM PG. WT.		-
		FEATS &
		SPECIAL ABILITIES
		PG.
	TRAC	(
	4 <sup>TH:</sup>	
	SPELL SAVE	
	DC MOD	
TOTAL WEIGHT CARRIED	SPELL SPELLS BONUS	
	SAVE DC PER DAY SPELLS	
LIGHT MEDIUM HEAVY LIFT OVER LIFT OFF PUSH OR		
LOAD LOAD LOAD HEAD GROUND DRAG EQUALS 2x MAX LOAD MAX LOAD MAX LOAD  **TOTAL COAD**  **TOTAL	1ST	LANGUAGES
MONEY	2ND	Initial languages = Common + racial languages + one per point of Int bonus
CP —	3RD	
SP —	4TH	
GP —	Your caster level is one-half your ranger class level	
PP —		