

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 AC (10 + armor bonus + shield bonus + dex modifier + size modifier + natural armor + misc modifier) and Initiative (dex modifier + misc modifier).

DAMAGE REDUCTION, HIT DIE TYPE (d10), and SPEED fields.

SAVING THROWS section for FORTITUDE, REFLEX, and WILL. Includes formulas for total saving throw based on base save, ability modifier, magic modifier, misc modifier, and temporary modifier.

MELEE and RANGED attack bonus calculation boxes. Includes formulas for total attack bonus based on base attack bonus, str modifier, size modifier, misc modifier, and temporary modifier.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

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

SHIELD/PROTECTIVE ITEM table with columns: ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE. Sub-tables for SPECIAL PROPERTIES.

AMMUNITION table with columns for tracking ammunition counts.

SKILLS section with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists skills like Alchemy, Appraise, Bluff, etc.

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, if any, applies. ** -1 per 5 lb. of gear.

