

CHARACTER NAME
Ranger

CLASS
4

LEVEL
Small

Warforged Scout

RACE
Construct (Living Construct)

TYPE

Blackwheel Company

PLAYER
Male

RACE
Chaotic Neutral

Xen'drik

REGION

DEITY

EYES

HAIR

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

STR

STRENGTH

8

-1

DEX

DEXTERITY

20

+5

CON

CONSTITUTION

10

+0

INT

INTELLIGENCE

12

+1

WIS

WISDOM

10

+0

CHA

CHARISMA

6

-2

TOTAL

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

HP

HIT POINTS

23

AC

ARMOR CLASS

22

= 10 +

+5

+0

+5

+1

+0

+1

+0

TOUCH

ARMOR CLASS

17

FLAT-FOOTED

17

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

FORTITUDE

(CONSTITUTION)

+4

= +4 +

+0

+0

+0

REFLEX

(DEXTERITY)

+9

= +4 +

+5

+0

+0

WILL

(WISDOM)

+1

= +1 +

+0

+0

+0

BASE ATTACK BONUS

GRAPPLE

MELEE

RANGED

+4

-1

+3

+9

BASE ATTACK

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

BASE ATTACK BONUS

DEX MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Longbow

10

1d6

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

110 ft

1.5 lb

P

Small

(+1 to hit & damage within 30')

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Composite Longbow +1 (Rapid Shot)

(+8/+8)

1d6

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

110 ft

1.5 lb

P

Small

(+1 to hit & damage within 30')

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Greatclub

3

1d8-1

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

4 lb

B

Small

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Splash Weapon

+9

*

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

*

Medium

(+1 to hit & damage within 30')

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

MAX RANKS

7 / 3.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

☒ Appraise¹

INT

+1

= 1

+

+

☒ Balance¹

DEX*

+3

= 5

+

+

-2

☒ Bluff¹

CHA

-2

= -2

+

+

☐ Climb¹

STR*

-3

= -1

+

+

-2

☐ Concentration¹

CON

+0

=

+

+

☐ Craft skills...¹

INT

+1

= 1

+

+

☒ Diplomacy¹

CHA

-2

= -2

+

+

☒ Disguise¹

CHA

-2

= -2

+

+

☒ Escape Artist¹

DEX*

+3

= 5

+

+

-2

☒ Forgery¹

INT

+1

= 1

+

+

☒ Gather Information¹

CHA

-2

= -2

+

+

☐ Heal¹

WIS

+0

=

+

+

☐ Hide¹

DEX*

+14

= 5

+

7

+

2

☒ Intimidate¹

CHA

-2

= -2

+

+

☐ Jump¹

STR*

-3

= -1

+

+

-2

☐ Knowledge (dungeoneering)

INT

+4

= 1

+

3

+

☐ Knowledge (geography)

INT

+7

= 1

+

6

+

☐ Knowledge (nature)

INT

+9

= 1

+

6

+

2

☐ Listen¹

WIS

+4

=

+

4

+

☐ Move Silently¹

DEX*

+10

= 5

+

7

+

-2

☒ Perform skills ...¹

CHA

-2

= -2

+

+

☐ Ride¹

DEX

+5

= 5

+

+

☐ Search¹

INT

+1

= 1

+

+

☒ Sense Motive¹

WIS

+0

=

+

+

☐ Spot¹

WIS

+7

=

+

7

+

☐ Survival¹

WIS

+7

=

+

7

+

☐ Swim¹

STR**

-5

= -1

+

+

-4

☐ Use Rope¹

DEX

+7

= 5

+

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.

