

CHARACTER NAME

Ranger

CLASS

4

LEVEL

Medium

of house Tharashk

Human

RACE

Humanoid (Human)

PLAYER

Male

ALIGNMENT

Neutral

REGION

GENDER

0

DEITY

AGE

HEIGHT

WEIGHT

EYES

HAIR

EBERRON

CHARACTER RECORD SHEET

ABILITY NAME

STR

STRENGTH

ABILITY SCORE

14

ABILITY MODIFIER

+2

TEMP. SCORE

TEMP. MODIFIER

HP

HIT POINTS

TOTAL

30

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

DEX

DEXTERITY

ABILITY SCORE

16

ABILITY MODIFIER

+3

TEMP. SCORE

TEMP. MODIFIER

AC

ARMOR CLASS

TOTAL

19

10

+5

+1

+3

+0

+0

+0

+0

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOR

DEFLECT MOD

MISC MOD

ARMOR CHECK PENALTY

DAMAGE REDUCTION

CON

CONSTITUTION

ABILITY SCORE

12

ABILITY MODIFIER

+1

TEMP. SCORE

TEMP. MODIFIER

TOUCH

ARMOR CLASS

TOTAL

13

FLAT-FOOTED

16

INT

INTELLIGENCE

ABILITY SCORE

10

ABILITY MODIFIER

+0

TEMP. SCORE

TEMP. MODIFIER

WIS

WISDOM

ABILITY SCORE

12

ABILITY MODIFIER

+1

TEMP. SCORE

TEMP. MODIFIER

CHA

CHARISMA

ABILITY SCORE

8

ABILITY MODIFIER

-1

TEMP. SCORE

TEMP. MODIFIER

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

FORTITUDE

(CONSTITUTION)

+5

=

+4

+

+1

+

+0

+

+0

+

REFLEX

(DEXTERITY)

+7

=

+4

+

+3

+

+0

+

+0

+

WILL

(WISDOM)

+2

=

+1

+

+1

+

+0

+

+0

+

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

+4

TEMP.

SPELL RESISTANCE

ARCANE SPELL FAILURE

GRAPPLE

MODIFIER

+6

=

+4

+

+2

+

+0

+

+0

TOTAL

BASE ATTACK

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

MELEE

ATTACK BONUS

TOTAL

+6

=

+4

+

+2

+

+0

+

+0

+

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

RANGED

ATTACK BONUS

TOTAL

+7

=

+4

+

+3

+

+0

+

+0

+

BASE ATTACK BONUS

DEX MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Longbow [+2]

+8

1d8+3

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

110 ft

3 lb

P

Medium

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Longbow [+2]

+6/+6

1d8+3

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

110 ft

3 lb

P

Medium

Two-handed, Rapid Shot

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Trident

+5

1d8+3

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

10 ft

4 lb

P

Medium

Two-handed

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

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

+0

=

+

+

☒ Balance¹

DEX*

+3

=

3

+

+

☒ Bluff¹

CHA

-1

=

-1

+

+

☐ Climb¹

STR*

+2

=

2

+

+

☐ Concentration¹

CON

+1

=

1

+

+

☐ Craft skills...¹

INT

+0

=

+

+

☒ Diplomacy¹

CHA

-1

=

-1

+

+

☒ Disguise¹

CHA

-1

=

-1

+

+

☒ Escape Artist¹

DEX*

+3

=

3

+

+

☒ Forgery¹

INT

+0

=

+

+

☒ Gather Information¹

CHA

-1

=

-1

+

+

☐ Heal¹

WIS

+3

=

1

+

2

+

☐ Hide¹

DEX*

+3

=

3

+

+

☒ Intimidate¹

CHA

-1

=

-1

+

+

☐ Jump¹

STR*

+2

=

2

+

+

☐ Knowledge (dungeoneering)

INT

+5

=

+

5

+

☐ Knowledge (geography)

INT

+5

=

+

5

+

☐ Knowledge (nature)

INT

+9

=

+

7

+

2

☐ Listen¹

WIS

+8

=

1

+

7

+

☐ Move Silently¹

DEX*

+3

=

3

+

+

☒ Perform skills ...¹

CHA

-1

=

-1

+

+

☐ Ride¹

DEX

+3

=

3

+

+

☐ Search¹

INT

+7

=

+

7

+

☒ Sense Motive¹

WIS

+1

=

1

+

+

☐ Spot¹

WIS

+8

=

1

+

7

+

☐ Survival¹

WIS

+8

=

1

+

7

+

☐ Swim¹

STR**

+2

=

2

+

+

☒ Tumble

DEX*

+4

=

3

+

1

+

☐ Use Rope¹

DEX

+3

=

3

+

+

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.

| SPECIAL ABILITIES/FEATS | |
|-------------------------|--|
| | |

[illegible]

| Save DC | Level | Spell/day | Bonus Spells | Typical Spells |
|---------|-------|-----------|--------------|----------------|
|---------|-------|-----------|--------------|----------------|

12 1 0 1

Level 1: *Resist Energy* or *Longstrider*

Miniature Unlock: Mark of Finding

Miniature: Free League Ranger (BLOODWAR 16/60)

You may treat this character as having a Least

Mark of Finding. You gain a +2 bonus on Search

checks and gain the use of the *locate object* spell

once per day (ECS 64).

Miniature Unlock II: Canine Companion

Miniature: Wolf (HARBINGER 37/80)

Your animal companion gains a +1 deflection

bonus to AC.