

Amalric

CHARACTER NAME
Ranger 3 / Rogue 2

CLASS AND LEVEL

M 31 M
SIZE AGE GENDER HEIGHT

PLAYER

Human

CN

Mammon

RACE

ALIGNMENT

DEITY

WEIGHT EYES HAIR SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	14	2			HP HIT POINTS 36			
DEX DEXTERITY	17	3			AC ARMOR CLASS 17	TOTAL = 10 + 3 + 3 + 3 + 1 = 19		
CON CONSTITUTION	15	2			TOUCH ARMOR CLASS 14	FLAT-FOOTED ARMOR CLASS 14		
INT INTELLIGENCE	10	0			INITIATIVE MODIFIER 7			
WIS WISDOM	12	1						
CHA CHARISMA	13	1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	5	3	2				
REFLEX (DEXTERITY)	9	6	3				
WILL (WISDOM)	2	1	1				

BASE ATTACK BONUS	4	SPELL RESISTANCE	0%
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GRAPPLE MODIFIER	6	4	2		
TOTAL		BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longbow	7	1d8+2	x3
RANGE	TYPE	NOTES	
100	P	Mighty, Remember Favored Enemy	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Falchion	6	2d4+3	18-20
RANGE	TYPE	NOTES	
	S	Remember Favored Enemy	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	<input type="checkbox"/> APPRAISE	INT	0			
	<input type="checkbox"/> BALANCE	DEX*	2			
	<input type="checkbox"/> BLUFF	CHA	5			
	<input type="checkbox"/> CLIMB	STR*	5			
	<input type="checkbox"/> CONCENTRATION	CON	2			
	<input type="checkbox"/> CRAFT ()	INT	0			
	<input type="checkbox"/> CRAFT ()	INT	0			
	<input type="checkbox"/> CRAFT ()	INT	0			
	<input type="checkbox"/> DECIPHER SCRIPT	INT	0			
	<input type="checkbox"/> DIPLOMACY	CHA	1			
	<input type="checkbox"/> DISABLE DEVICE	INT	0			
	<input type="checkbox"/> DISGUISE	CHA	5			
	<input type="checkbox"/> ESCAPE ARTIST	DEX*	5			
	<input type="checkbox"/> FORGERY	INT	0			
	<input type="checkbox"/> GATHER INFORMATION	CHA	1			
	<input type="checkbox"/> HANDLE ANIMAL	CHA	1			
	<input type="checkbox"/> HEAL	WIS	5			
	<input type="checkbox"/> HIDE	DEX*	6			
	<input type="checkbox"/> INTIMIDATE	CHA	1			
	<input type="checkbox"/> JUMP	STR*	5			
	<input type="checkbox"/> KNOWLEDGE ()	INT	0			
	<input type="checkbox"/> KNOWLEDGE ()	INT	0			
	<input type="checkbox"/> KNOWLEDGE ()	INT	0			
	<input type="checkbox"/> KNOWLEDGE ()	INT	0			
	<input type="checkbox"/> KNOWLEDGE ()	INT	0			
	<input type="checkbox"/> LISTEN	WIS	5			
	<input type="checkbox"/> MOVE SILENTLY	DEX*	6			
	<input type="checkbox"/> OPEN LOCK	DEX	3			
	<input type="checkbox"/> PERFORM ()	CHA	1			
	<input type="checkbox"/> PERFORM ()	CHA	1			
	<input type="checkbox"/> PERFORM ()	CHA	1			
	<input type="checkbox"/> PROFESSION ()	WIS	1			
	<input type="checkbox"/> PROFESSION ()	WIS	1			
	<input type="checkbox"/> RIDE	DEX	7			
	<input type="checkbox"/> SEARCH	INT	4			
	<input type="checkbox"/> SENSE MOTIVE	WIS	5			
	<input type="checkbox"/> SLEIGHT OF HAND	DEX*	2			
	<input type="checkbox"/> SPELLCRAFT	INT	0			
	<input type="checkbox"/> SPOT	WIS	5			
	<input type="checkbox"/> SURVIVAL	WIS	5			
	<input type="checkbox"/> SWIM	STR*	0			
	<input type="checkbox"/> TUMBLE	DEX*	2			
	<input type="checkbox"/> USE MAGIC DEVICE	CHA	1			
	<input type="checkbox"/> USE ROPE	DEX	3			
	<input type="checkbox"/> _____	_____	0			
	<input type="checkbox"/> _____	_____	0			
	<input type="checkbox"/> _____	_____	0			

■ 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.)

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Studded Leather		LA	3	5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1				

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS					
ITEM	PG.	WT.	ITEM	PG.	WT.
Enough Arrows			Pot: Cure Light x2		
Silk Rope 60 ft			Pet Mouse		
Wicked Moustache			Avarice		
			TOTAL WEIGHT CARRIED		0.0

0
PUSH OR
DRAG
5 ×
MAX LOAD

CP —

SP —

GP —

PP —

□ □ 9th □ □

0%

CONDITIONAL MODIFIERS

9TH

Initial languages = Common + racial
languages + one per point of Int bonus