

Talqan the Bandit Chief

CHARACTER NAME

Ranger 6

CLASS AND LEVEL

M

29

M

SIZE

AGE

GENDER

HEIGHT

PLAYER

Human

CN

Invincible Sun

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	16	3			HP HIT POINTS	56		
DEX DEXTERITY	18	4			AC ARMOR CLASS	20	= 10 + 4 + 1 + 4 + + + 1	
CON CONSTITUTION	16	3			TOTAL		DAMAGE REDUCTION	
INT INTELLIGENCE	10	0			TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	16
WIS WISDOM	10	0			INITIATIVE MODIFIER	4	= 4 +	
CHA CHARISMA	9	-1			TOTAL		DEX MODIFIER MISC MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	8	= 5	+ 3	+	+	+	
REFLEX (DEXTERITY)	9	= 5	+ 4	+	+	+	
WILL (WISDOM)	2	= 2	+ 0	+	+	+	

BASE ATTACK BONUS	6	SPELL RESISTANCE	0%
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GRAPPLE MODIFIER	9	=	6	+	3	+		+	
TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Kukri		11	1d4+3	18-20
RANGE	TYPE	NOTES		
S		Remember poison & Favored Enemy		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Akimbo Kukri		9	1d4+3	18-20
RANGE	TYPE	NOTES		
S		Attacks 9/9/5/5 + poison, favored enemy		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Longbow		10	1d8+3	x3
RANGE	TYPE	NOTES		
		Mighty, Favored Enemy, poison		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

SKILLS		MAX RANKS (CLASS/CROSS-CLASS)		/	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> APPRAISE ■	INT	0	=	0	+ +
<input type="checkbox"/> BALANCE ■	DEX*	2	=	4	+ +
<input type="checkbox"/> BLUFF ■	CHA	-1	=	-1	+ +
<input type="checkbox"/> CLIMB ■	STR*	5	=	3	+ 4 +
<input type="checkbox"/> CONCENTRATION ■	CON	3	=	3	+ +
<input type="checkbox"/> CRAFT ■ ()	INT	0	=	0	+ +
<input type="checkbox"/> CRAFT ■ ()	INT	0	=	0	+ +
<input type="checkbox"/> CRAFT ■ ()	INT	0	=	0	+ +
<input type="checkbox"/> DECIPHER SCRIPT	INT	0	=	0	+ +
<input type="checkbox"/> DIPLOMACY ■	CHA	-1	=	-1	+ +
<input type="checkbox"/> DISABLE DEVICE	INT	0	=	0	+ +
<input type="checkbox"/> DISGUISE ■	CHA	-1	=	-1	+ +
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*	2	=	4	+ +
<input type="checkbox"/> FORGERY ■	INT	0	=	0	+ +
<input type="checkbox"/> GATHER INFORMATION ■	CHA	-1	=	-1	+ +
<input type="checkbox"/> HANDLE ANIMAL	CHA	-1	=	-1	+ +
<input type="checkbox"/> HEAL ■	WIS	4	=	0	+ 4 +
<input type="checkbox"/> HIDE ■	DEX*	8	=	4	+ 6 +
<input type="checkbox"/> INTIMIDATE ■	CHA	-1	=	-1	+ +
<input type="checkbox"/> JUMP ■	STR*	5	=	3	+ 4 +
<input type="checkbox"/> KNOWLEDGE ()	INT	0	=	0	+ +
<input type="checkbox"/> KNOWLEDGE ()	INT	0	=	0	+ +
<input type="checkbox"/> KNOWLEDGE ()	INT	0	=	0	+ +
<input type="checkbox"/> KNOWLEDGE ()	INT	0	=	0	+ +
<input type="checkbox"/> KNOWLEDGE ()	INT	0	=	0	+ +
<input type="checkbox"/> LISTEN ■	WIS	6	=	0	+ 6 +
<input type="checkbox"/> MOVE SILENTLY ■	DEX*	8	=	4	+ 6 +
<input type="checkbox"/> OPEN LOCK	DEX	4	=	4	+ +
<input type="checkbox"/> PERFORM ()	CHA	-1	=	-1	+ +
<input type="checkbox"/> PERFORM ()	CHA	-1	=	-1	+ +
<input type="checkbox"/> PERFORM ()	CHA	-1	=	-1	+ +
<input type="checkbox"/> PROFESSION ()	WIS	0	=	0	+ +
<input type="checkbox"/> PROFESSION ()	WIS	0	=	0	+ +
<input type="checkbox"/> RIDE ■	DEX	8	=	4	+ 4 +
<input type="checkbox"/> SEARCH ■	INT	4	=	0	+ 4 +
<input type="checkbox"/> SENSE MOTIVE ■	WIS	2	=	0	+ 2 +
<input type="checkbox"/> SLEIGHT OF HAND	DEX*	2	=	4	+ +
<input type="checkbox"/> SPELLCRAFT	INT	0	=	0	+ +
<input type="checkbox"/> SPOT ■	WIS	6	=	0	+ 6 +
<input type="checkbox"/> SURVIVAL ■	WIS	4	=	0	+ 4 +
<input type="checkbox"/> SWIM ■	STR*	-1	=	3	+ +
<input type="checkbox"/> TUMBLE	DEX*	2	=	4	+ +
<input type="checkbox"/> USE MAGIC DEVICE	CHA	-1	=	-1	+ +
<input type="checkbox"/> USE ROPE ■	DEX	8	=	4	+ 4 +
<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
Chain Shirt		LA		4	4
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
-2					

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
		1		
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.
Anti-toxin			Pot: Cure Serious		
Enough Arrows			Poison x 4		
Masterwork Kukri x 2			Poison: DC18 1d8/1d8 CON		
Anger Issues			Nasty Scars		
			TOTAL WEIGHT CARRIED	0.0	

0
PUSH OR
DRAG
5 ×
MAX LOAD

CP —

SP —

GP —

PP —

Diehard

Favored Enemy: Animals

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

0%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>