

# CHARACTER RECORD SHEET

## SPEED

Elondeen <small>CHARACTER NAME</small>		[ ] <small>PLAYER NAME</small>		[ ] <small>DEITY/RELIGION</small>		[ ] <small>REGION</small>	
Elf   Humanoid (elf) <small>RACE (TYPE/SUBTYPE)</small>		Chaotic Good <small>ALIGNMENT</small>		Medium <small>SIZE</small>		45 <small>AGE</small>	
Ranger 6 <small>CLASSES</small>		6 <small>CHAR LVL</small>		Female <small>GENDER</small>		6' 1" 190 lb. <small>HEIGHT WEIGHT (lb.)</small>	
A beautiful elven girl with a sparkle in her eye. <small>DESCRIPTION</small>							

Mod: [ ]
30 ft. / x4
OTHER SPEEDS
ENCUMBRANCE
Light
SPELL RESISTANCE

ABILITY	SCORE	MOD	TEMP SCORE	TEMP P	PER M	OTHER MOD
<b>STR</b>	14	+2				
<b>DEX</b>	18	+4				
<b>CON</b>	10	+0				
<b>INT</b>	12	+1				
<b>WIS</b>	12	+1				
<b>CHA</b>	11	+0				

<b>HIT POINTS</b> Mod: [ ]	
TOTAL	46
LETHAL	
NONLETHAL	
DAMAGE REDUCTION	

<b>CONDITIONS</b> Energy Drain	

<b>SPELLS &amp; EFFECTS</b>	

<b>CHANNEL ENERGY (Not Available)</b>	
Effective Level	0
Other DC Mods	[ ]
Times/Day	[ ]
Used	[ ]

FORTITUDE SAVE	+5	=	5	+	0	+	0	+	0	+	[ ]	<small>GENERAL NOTES</small>
Notes:												
REFLEX SAVE	+9	=	5	+	4	+	0	+	0	+	[ ]	
Notes:												
WILL SAVE	+3	=	2	+	1	+	0	+	0	+	[ ]	
Notes:	Immune to sleep; +2 racial bonus vs. enchantments											

<b>GENERAL COMBAT</b>											
<b>INITIATIVE</b>		+4 = 4		MISC NOTES				ARMOR/DEFENSE NOTES			
<b>AC</b>		16 = 10 + 2 + 0 + 4 + 0 + 0 + 0 + 0 + 0									
14		12		No		APPLIES TO?		APPLIES TO?		APPLIES TO?	
<b>MELEE</b>		+8 = 6		Str		+ 0 + 0					
<b>RANGED</b>		+10 = 6		Dex		+ 0 + 0					
<b>CMB</b>		+8 = 6		2		+ 0 + 0					
<b>CMD</b>		22 = 10 + 6 + 2 + 4 + 0 + 0 + 0 + 0									

<b>SENSES</b>							
<b>Perception</b>		+13		+23		Low-Light Vision	
CONDITIONAL MODIFIERS / OTHER							

WEAPONS AND ATTACKS							
WEAPON / ATTACK	8 630	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
Composite Longbow - STR 14	Ranged		2	Darkwood	Medium	1	2-Handed
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
0	+12/+7	0	1d8 +4	N	20 / x3		
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION	
110'	1.5	P	Ranged				
SPECIAL PROPERTIES							
WEAPON / ATTACK	322	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
Dagger	Melee		MW	Silver	Medium	1	1-Handed
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
0	+9/+4	0	1d4 +1	N	19-20 / x2		
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION	
10'	1.0	P or S	Light				
SPECIAL PROPERTIES							
WEAPON / ATTACK	4 015	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
Scimitar	Melee		1	Mithral	Medium	1	1-Handed
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
0	+9/+4	0	1d6 +3	Y	15-20 / x2		
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION	
	2.0	S	1-handed				
SPECIAL PROPERTIES							
WEAPON / ATTACK	-	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
Unarmed Strike	Melee				Medium	1	1-Handed
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
0	+8/+3	0	1d3 +2	N	20 / x2		
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION	
		B	Light				
SPECIAL PROPERTIES							
nonlethal, provokes AoO							
WEAPON / ATTACK	10	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
Dagger	Thrown				Medium	5	1-Handed
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION	
0	+10/+5	0	1d4 +2	N	19-20 / x2		
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION	
10'	5.0	P or S	Light				
SPECIAL PROPERTIES							

CLASS?	SKILLS						Armor Check Penalty
	SKILL NAME	KEY SKI	RA	CAL	MIS	COND	0
<input type="checkbox"/>	Acrobatics	Dex*	+4	0	4		
<input type="checkbox"/>	Appraise	Int	+1	0	1		
<input type="checkbox"/>	Bluff	Cha	0	0	0		
<input checked="" type="checkbox"/>	Climb	Str*	+13	3	10		
<input checked="" type="checkbox"/>	Craft (untrained)	Int	+1	0	1		
<input type="checkbox"/>	Diplomacy	Cha	0	0	0		
<input type="checkbox"/>	Disguise	Cha	0	0	0		
<input type="checkbox"/>	Escape Artist	Dex*	+4	0	4		
<input type="checkbox"/>	Fly	Dex*	+4	0	4		
<input checked="" type="checkbox"/>	Heal	Wis	+10	6	4		
<input checked="" type="checkbox"/>	Intimidate	Cha	+4	1	3		
<input checked="" type="checkbox"/>	Perception	Wis	+13	5	8		
<input type="checkbox"/>	Perform (untrained)	Cha	0	0	0		
<input checked="" type="checkbox"/>	Ride	Dex*	+10	3	7		
<input type="checkbox"/>	Sense Motive	Wis	+3	0	3		
<input checked="" type="checkbox"/>	Stealth	Dex*	+12	5	7		
<input checked="" type="checkbox"/>	Survival	Wis	+8	4	4		
<input checked="" type="checkbox"/>	Swim	Str*	+9	4	5		
<input type="checkbox"/>	Disable Device	Dex*	NA	0	4		
<input checked="" type="checkbox"/>	Handle Animal	Cha	+4	1	3		
<input type="checkbox"/>	Knowledge (arcana)	Int	NA	0	1		
<input checked="" type="checkbox"/>	Knowledge (dungeoneering)	Int	+6	2	4		
<input type="checkbox"/>	Knowledge (engineering)	Int	NA	0	1		
<input checked="" type="checkbox"/>	Knowledge (geography)	Int	+8	4	4		
<input type="checkbox"/>	Knowledge (history)	Int	NA	0	1		
<input type="checkbox"/>	Knowledge (local)	Int	NA	0	1		
<input checked="" type="checkbox"/>	Knowledge (nature)	Int	+8	4	4		
<input type="checkbox"/>	Knowledge (nobility)	Int	NA	0	1		
<input type="checkbox"/>	Knowledge (planes)	Int	NA	0	1		
<input type="checkbox"/>	Knowledge (religion)	Int	NA	0	1		
<input type="checkbox"/>	Knowledge (spirits)	Int	NA	0	1		
<input type="checkbox"/>	Linguistics	Int	NA	0	1		
<input checked="" type="checkbox"/>	Profession (untrained)	Wis	NA	0	1		
<input type="checkbox"/>	Sleight of Hand	Dex*	NA	0	4		
<input checked="" type="checkbox"/>	Spellcraft	Int	+7	3	4		
<input type="checkbox"/>	Use Magic Device	Cha	NA	0	0		

\* Armor Check Penalty applies. NA skills cannot be used untrained.



## RACIAL ABILITIES

- Elven Immunities: immune to magic sleep effects; +2 Racial bonus on saves vs. enchantment spells/effects
- Elven Magic: +2 Racial bonus on CL checks vs. SR; +2 Racial bonus on Spellcraft checks to identify properties of magic items
- Keen Senses: +2 Racial bonus on Perception checks
- Low-light Vision: see twice as far as humans in dim light, retaining ability to distinguish color/detail under these conditions
- Weapon Familiarity (Elven): proficient w/ Longbow, Longsword, Rapier, Shortbow; all "Elven" weapons are Martial

## TRAITS

## FEATS (feats marked with † are not yet fully automated)

- Alertness: +2 bonus on Perception and +2 bonus on Sense Motive
- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Armor Proficiency, Medium: No penalties on attack rolls while wearing medium armor
- Endurance: +4 bonus on Swim checks to resist nonlethal dmg from exhaustion; Con checks to (1) continue running, (2) avoid nonlethal dmg from forced march, (3) hold your breath (4) avoid nonlethal dmg from starvation/thirst; Fort saves to (1) avoid nonlethal dmg from hot/cold environs and (2) resist dmg from suffocation; may sleep in Light/Medium armor w/out becoming fatigued
- Point-Blank Shot: +1 bonus on attack and dmg rolls w/ ranged wpn if foe is w/in 30'
  - Precise Shot: No penalty for shooting into melee
- Rapid Shot: Full-attack Action; fire 1 additional time in a round but all attack rolls take a -2 penalty
- Shield Proficiency: No penalties on attack rolls when using a shield

## CLASS ABILITIES

### FAVORED CLASS RACIAL BENEFITS (not yet automated)

Ranger: +0 Circumstance bonus on crit confirmation w/ chosen weapon (doesn't stack w/ Critical Focus)

### RANGER

- Favored Enemy (Ex): Gain bonus on Bluff/Knowledge/Perception/Sense Motive/Survival checks, weapon attacks and dmg rolls; may make Knowledge skill checks untrained when attempting to identify these creatures; +2 vs. Undead
- Track (Ex): Gain +3 on Survival checks to follow/identify tracks
- Wild Empathy (Ex): Spend 1 min and roll 1d20+6 to improve attitude animal w/in 30' as if using Diplomacy; influence magical beast w/ Int of 1 or 2 at -4 penalty
- Combat Style Feat (Ex): Gain bonus feats related to Archery combat: Precise Shot, Rapid Shot
- Endurance: Gain Endurance as bonus feat
- Favored Terrain (Ex): Gain bonus on Knowledge (geography)/Perception/Stealth/Survival checks, initiative checks when in favored terrain; may leave no trail & cannot be tracked; + in Forest (coniferous and deciduous)
- Hunter's Bond (Ex): Move Action; grant bonus vs. single target of appropriate type to all allies w/in 30' who can see or hear you; bonus lasts 1 rnd(s); +1 vs. Undead
- Ranger Spells: Casts divine spells from ranger spell list; must choose and prepare spells in advance; Wisdom is primary ability for bonus spells and DC; must spend 1 hour each day to regain daily allotment of spells: 1st level: (DC 12): 2 spells per day