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## Ranger - Level

### Base Stats

	Base	Score	Bonus
STR			
DEX			
CON			
INT			
WIS			
CHA			

### Health

Hit Points	Regeneration Per Room
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### Saves

Fortitude	Reflex	Will
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### Melee

Hit	Damage	AC
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Types:

### Range

Hit	Damage	AC	Missile AC
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Types:

### Spell

Damage	Heal	Resistance
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### Retribution Damage

Damage	Types
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### Damage Reduction

Melee	Range	Spell	Fire	Cold	Shock	Sonic	Eldritch	Poison	Darkrift	Sacred
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### Treasure Enhancements

Min	Max
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### Character Bonuses

Cannot Be Surprised:

Free Movement:

Psychic Powers:                      Level:

Initiative Bonus:

## **Items List**

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### For Coach Use Only

WHEN USING MELEE WEAPON			WHEN USING MISSILE WEAPON			AC BONUS If monster attacks with a missile	PARTY CARD			Special Abilities							Exit Room	
To Hit	Damage	AC	To Hit	Damage	AC		FORT	REFX	WILL	Retribution Damage	Cannot Be Surprised	Free Movement	Psychic	Spell Bonuses	Other Notes	Other Notes	Treasure Min	Treasure Max
						+						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				