



CHARACTER SHEET

Ollie Arrowbolt

Kerry Phelps

CHARACTER NAME
Level 3 Ranger

ALIGNMENT

PLAYER

CHARACTER LEVEL

Human

M

M

25

DEITY

6'0"

210

HOMELAND

Brn

Hazel

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	16	+3		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	10	0		
WIS WISDOM	12	+1		
CHA CHARISMA	7	-2		

HP HIT POINTS	TOTAL 30	DR
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WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER	6	=	4	+	2
	TOTAL		DEX MODIFIER		MISC MODIFIER

AC ARMOR CLASS	19	=	10	+	6	+		+	3	+		+		+		+		
	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER			

TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	16															
	TOTAL		MODIFIERS															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS	
FORTITUDE (CONSTITUTION)	4	=	3	+	1	+		
REFLEX (DEXTERITY)	7	=	3	+	4	+		
WILL (WISDOM)	2	=	1	+	1	+		

BASE ATTACK BONUS	3	SPELL RESISTANCE	
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CMB	6	=	3	+	3	+												
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER											

CMD	20	=	3	+	3	+	4	+		+	10							
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER									

WEAPON		ATTACK BONUS	CRITICAL
Master Work Composite Longbow		9=1+3+4+1	x3
TYPE	RANGE	AMMUNITION	DAMAGE
m/p	110 ft	Arrows	1d8+3

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

SPEED LAND	30	FT.	SQ.	FT.	SQ.	TEMP MODIFIERS
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BASE SPEED		WITH ARMOR			
FT.		FT.		FT.	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW	

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	4	=DEX	4	+ +
<input type="checkbox"/> APPRAISE	0	=INT	0	+ +
<input type="checkbox"/> BLUFF	-2	=CHA	-2	+ +
<input checked="" type="checkbox"/> CLIMB	7	=STR	3	+ 1 + 3
<input checked="" type="checkbox"/> CRAFT	4	=INT	0	+ 1 + 3
<input type="checkbox"/> CRAFT	0	=INT	0	+ +
<input type="checkbox"/> CRAFT	0	=INT	0	+ +
<input type="checkbox"/> DIPLOMACY	-2	=CHA	-2	+ +
<input type="checkbox"/> DISABLE DEVICE*	4	=DEX	4	+ +
<input type="checkbox"/> DISGUISE	-2	=CHA	-2	+ +
<input type="checkbox"/> ESCAPE ARTIST	4	=DEX	4	+ +
<input type="checkbox"/> FLY	4	=DEX	4	+ +
<input checked="" type="checkbox"/> HANDLE ANIMAL*	4	=CHA	-2	+ 3 + 3
<input checked="" type="checkbox"/> HEAL	7	=WIS	1	+ 3 + 3
<input type="checkbox"/> INTIMIDATE	-2	=CHA	-2	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	0	=INT	0	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	4	=INT	0	+ 1 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*	0	=INT	0	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	4	=INT	0	+ 1 + 3
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	0	=INT	0	+ +
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	0	=INT	0	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	5	=INT	0	+ 2 + 3
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	0	=INT	0	+ +
<input type="checkbox"/> KNOWLEDGE (PLANES)*	0	=INT	0	+ +
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	0	=INT	0	+ +
<input checked="" type="checkbox"/> LINGUISTICS*	0	=INT	0	+ +
<input checked="" type="checkbox"/> PERCEPTION	6	=WIS	1	+ 2 + 3
<input type="checkbox"/> PERFORM	-2	=CHA	-2	+ +
<input type="checkbox"/> PERFORM	-2	=CHA	-2	+ +
<input checked="" type="checkbox"/> PROFESSION* Hunter	5	=WIS	1	+ 1 + 3
<input type="checkbox"/> PROFESSION*	1	=WIS	1	+ +
<input checked="" type="checkbox"/> RIDE	8	=DEX	4	+ 1 + 3
<input type="checkbox"/> SENSE MOTIVE	1	=WIS	1	+ +
<input type="checkbox"/> SLEIGHT OF HAND*	4	=DEX	4	+ +
<input checked="" type="checkbox"/> SPELLCRAFT*	0	=INT	0	+ +
<input checked="" type="checkbox"/> STEALTH	8	=DEX	4	+ 1 + 3
<input checked="" type="checkbox"/> SURVIVAL	6	=WIS	1	+ 2 + 3
<input checked="" type="checkbox"/> SWIM	6	=STR	3	+ +
<input type="checkbox"/> USE MAGIC DEVICE*	-2	=CHA	-2	+ +

CONDITIONAL MODIFIERS:

LANGUAGES:
Common

+1/2
lvl to
flw/ID
+2 in
MTN

AC ITEMS

AC ITEMS		BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Mithril MW Agile Breastplate		+6		0	25%	25	+5 dex
	TOTALS						

GEAR

ITEM	WT.
14 Arrows	
Composite Longbow	
Warm Weather Outfit	
MasterWork Backpack	
Bed Roll	
Blanket	
MasterWork Dagger	
Spellbook	
TOTAL WEIGHT	

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

MONEY

CP
SP
GP **1366**
PP

FEATS

TRACK-add1/2 Level to survival checks on Follow/ID
WILD EMPATHY-1d20+lvl+CHA on improve animal
 attitude -4 added on magical beasts of in 1 or 2

COMBAT STYLE feat-->Archery

ENDURANCE- +4 to Fort saves

WEAPON and ARMOR Pro- Simple, martial, L, M, Shield

Precise Shot (no penalty when shooting near allies)

Point Blank (+1 to Attack and Damage within 30ft)

Rapid Shot (Fire Twice, -2 to attack on each)

Deadly Aim (-1 Att +2 Dam)

SPECIAL ABILITIES

Favored Enemy- Giants (+2 Att & Dam, bluff,

Favored Terrain- Mountain

+2 to Initiative, Geo, Perception, Stealth,
Survival Leaves No Trail

EXPERIENCE POINTS

4600

NEXT LEVEL

6000

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<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"/>

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 □ □ □ □ □ □ □ □

1st □ □ □ □ □ □ □ □

2ND □□□□□□□□

3RD □□□□□□□□

4TH □□□□□□□□

5TH □□□□□□□□

6TH □□□□□□□□

7TH □□□□□□□□

8TH □□□□□□□□

9TH □□□□□□□□