

## Neutral Good

## ALIGNMENT

Low-Light,  
Normal

## VISION

-1

## POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD																																																											
<b>STR</b> Strength	14	+2	14	+2	14	+2	<b>HP</b> hit points	34	WOUNDS/CURRENT HP			SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED Walk 30'																																														
<b>DEX</b> Dexterity	19	+4	19	+4	19	+4	<b>AC</b> armor class	19	15	:	14	=	10	+	5	+	0	+	4	+	0	+	0	+	0		10	+0	0																																				
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST																																											
<b>CON</b> Constitution	10	+0	10	+0	10	+0	<b>INITIATIVE</b> modifier	+8	=	+4	+	+4																																																					
<b>INT</b> Intelligence	10	+0	10	+0	10	+0		TOTAL		DEX MODIFIER	MISC MODIFIER																																																						
<b>WIS</b> Wisdom	17	+3	17	+3	17	+3	<b>BASE ATTACK</b> bonus			+5																																																							
<b>CHA</b> Charisma	14	+2	14	+2	14	+2												<table><tr><th colspan="2">SKILL NAME</th><th>KEY ABILITY</th><th>SKILL MODIFIER</th><th>ABILITY MODIFIER</th><th>MAX RANKS</th><th>8/4</th></tr><tr><th></th><th></th><th></th><th></th><th></th><th>RANKS</th><th>MISC MODIFIER</th></tr><tr><td>✓</td><td>Appraise</td><td>INT</td><td>0</td><td>= 0</td><td>+</td><td>+</td></tr><tr><td>✓</td><td>Balance</td><td>DEX</td><td>4</td><td>= 4</td><td>+</td><td>+</td></tr><tr><td>✓</td><td>Bluff</td><td>CHA</td><td>2</td><td>= 2</td><td>+</td><td>+</td></tr><tr><td>✓</td><td>Climb</td><td>STR</td><td>3</td><td>= 2</td><td>-1</td><td>0</td></tr></table>						SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4						RANKS	MISC MODIFIER	✓	Appraise	INT	0	= 0	+	+	✓	Balance	DEX	4	= 4	+	+	✓	Bluff	CHA	2	= 2	+	+	✓	Climb	STR	3	= 2	-1	0
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4																																																											
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✓	Bluff	CHA	2	= 2	+	+																																																											
✓	Climb	STR	3	= 2	-1	0																																																											

SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	=	+4	+	+0	+	+0	+	
<b>REFLEX</b> (dexterity)	+8	=	+4	+	+4	+	+0	+	
<b>WILL</b> (wisdom)	+4	=	+1	+	+3	+	+0	+	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	ITEM
<b>MELEE</b> attack bonus	+7	=	+5	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+9	=	+5	+4	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+7	=	+5	+2	+0	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7	1d3+2	20/x2

*Sword (Short/Masterwork)			Current Hand	Type	Size	Critical
			Off-hand	P	M	19-20/x2
	To Hit	Dam		To Hit		Dam
1H-P	+8	1d6+2	2W-P(OH)	+4		1d6+2
1H-O	+8	1d6+1	2W-P(OL)	+6		1d6+2
2H	+8	1d6+2	2W-OH	+6		1d6+1
Special Properties						

*Longsword (+1 (Enhancement to Weapon or Ammunition)/Masterwork)			Current Hand	Type	Size	Critical
			Primary	S	M	19-20/x2
	To Hit	Dam		To Hit		Dam
1H-P	+8	1d8+3	2W-P(OH)	+4		1d8+3
1H-O	+8	1d8+2	2W-P(OL)	+6		1d8+3
2H	+8	1d8+4	2W-OH	+4		1d8+2
Special Properties						

Composite Shortbow STR			Current Hand	Type	Size	Critical
			Carried	P	M	20/x3
To Hit	30'	70'	140'	210'		280'
	+9	+9	+7	+5		+3
Dam	1d6	1d6	1d6	1d6		1d6
Special Properties						


\*: weapon is equipped

**1H-P:** One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Shirt (+1 (Enhancement to Armor)) 30hp/inch and 15 hardness	Light	+5	+6	+0	10

Skill Name		Skills					8/4
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier	
✓	Appraise	INT	0	=	0	+	+
✓	Balance	DEX	4	=	4	+	+
✓	Bluff	CHA	2	=	2	+	+
✓	Climb	STR	3	=	2	+	1.0 +
✓	Concentration	CON	2	=	0	+	2.0 +
✓	Craft (Untrained)	INT	0	=	0	+	+
✓	Diplomacy	CHA	2	=	2	+	+
✓	Disguise	CHA	2	=	2	+	+
✓	Escape Artist	DEX	4	=	4	+	+
✓	Forgery	INT	0	=	0	+	+
✓	Gather Information	CHA	2	=	2	+	+
	Handle Animal	CHA	7	=	2	+	5.0 +
✓	Heal	WIS	5	=	3	+	2.0 +
✓	Hide	DEX	5	=	4	+	1.0 +
✓	Intimidate	CHA	2	=	2	+	+
✓	Jump	STR	3	=	2	+	1.0 +
	Knowledge (Nature)	INT	2	=	0	+	2.0 +
✓	Listen	WIS	9	=	3	+	4.0 + 2
✓	Move Silently	DEX	8	=	4	+	4.0 +
✓	Ride	DEX	8	=	4	+	2.0 + 2
✓	Search	INT	10	=	0	+	8.0 + 2
✓	Sense Motive	WIS	3	=	3	+	+
	Speak Language(Sylvan)		1	=	0	+	1.0 +
✓	Spot	WIS	10	=	3	+	5.0 + 2
✓	Survival	WIS	6	=	3	+	3.0 +
✓	Swim	STR	2	=	2	+	+
	Tumble	DEX	5	=	4	+	1.0 +
✓	Use Rope	DEX	6	=	4	+	2.0 +
				=		+	+
				=		+	+

✓ : can be used untrained, X : exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (20)	Backpack	2	3.0 (6.0)	1.0	(2.0)
 Sword (Short/Masterwork)	Equipped	1	2.0	310.0	
Backpack	Equipped	1	2.0	2.0	
19 lbs., 1 Bedroll, 1 Flint and Steel, 1 Holy Symbol (Wooden), 7 Rations (Trail/Per Day), 1 Whetstone, 2 Arrows (20), 1 Waterskin					
Bedroll	Backpack	1	5.0	0.1	
Dog (Guard)	Equipped	1	0.0	25.0	
Flint and Steel	Backpack	1	0.0	1.0	
Holy Symbol (Wooden)	Backpack	1	0.0	1.0	
Longsword (+1 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	4.0	2315.0	
Mithral Shirt (+1 (Enhancement to Armor))	Equipped	1	10.0	2100.0	
30hp/inch and 15 hardness					
Explorer's Outfit	Equipped	1	8.0	0.0	
Pouch (Belt)	Carried	1	0.5	1.0	
2.04 lbs., 8 Coin (Copper), 9 Coin (Gold), 82 Coin (Platinum), 3 Coin (Silver)					
Rations (Trail/Per Day)	Backpack	7	1.0 (7.0)	0.5	(3.5)
Composite Shortbow STR	Carried	1	2.0	75.0	
0 lbs.					
Waterskin	Backpack	1	0.0	1.0	
0 lbs.					
Whetstone	Backpack	1	1.0	0.02	
TOTAL WEIGHT CARRIED/VALUE			41.54 lbs.	4836.62 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY	
Coin (Platinum): 82[Pouch (Belt)]	
Coin (Gold): 9[Pouch (Belt)]	
Coin (Silver): 3[Pouch (Belt)]	
Coin (Copper): 8[Pouch (Belt)]	
Total = 829.38 gp	

SPECIAL ABILITIES	
+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Animal Companion (Ex)	
Favored Enemy (Giant) +2	
Favored Enemy (Undead) +4	
Immunity to magic sleep effects.	
Two Weapon Fighting Combat Style	
Wild Empathy (Ex) +9	

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Common, Elven, Sylvan

# Ranger Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	1	0	0	0

## LEVEL 1

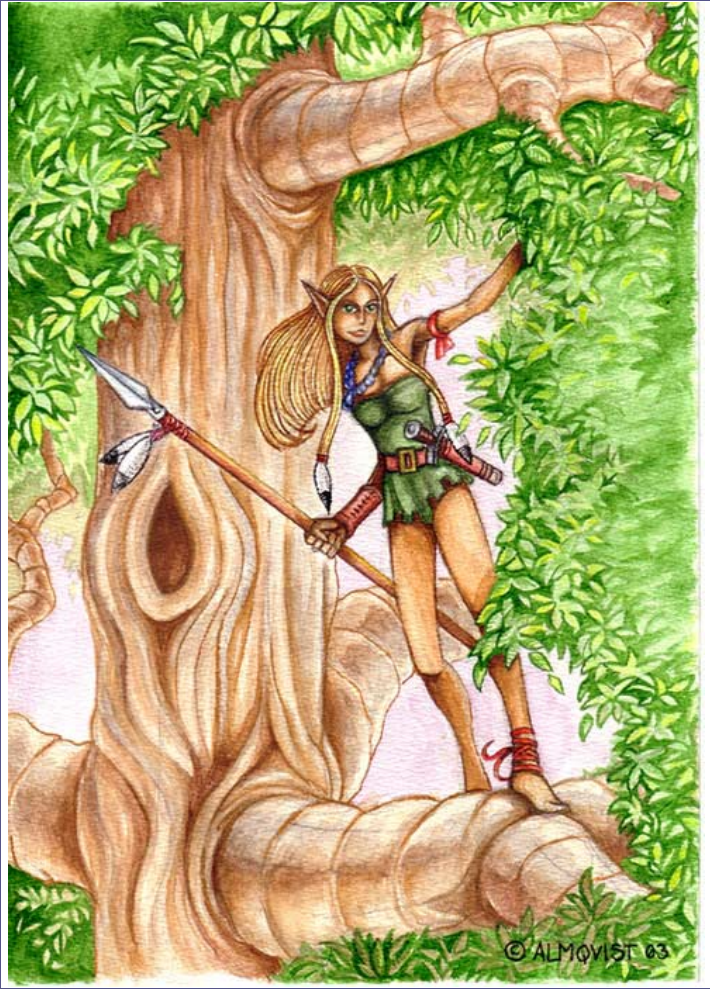
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Accelerated Movement	14	N/A	1 swift action	2 rounds [D]	Personal	V,S,M	N/A	Transmutation	ANDREW'S: Complete Adventurer Pg.142
<i>Effect: You can move at your normal speed while using Balance, Climb or Move Silently.</i>					<i>Target: You</i>				
Alarm	14	None	1 standard action	4 hours [D]	Close (30')	V, S, F/DF	No	Abjuration	Main: SpellsA-B.rtf
<i>Effect: Wards an area for 4 hours.</i>					<i>Target: 20-ft.-radius emanation centered on a point in space</i>				
Animal Messenger	14	None; see text	1 standard action	2 days	Close (30')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsA-B.rtf
<i>Effect: Sends a Tiny animal to a specific place.</i>					<i>Target: One Tiny animal</i>				
Animal Trick	14	Will negates	1 standard action	Instantaneous	Close (30')	V, S, DF	Yes	Transmutation	ANDREW'S: Masters of the Wild, page 82
<i>Effect: Animal companion performs a trick.</i>					<i>Target: One animal companion bonded to you by an animal friendship effect</i>				
Arrow Mind	14	N/A	1 immediate action	2 minutes [D]	Personal	V,S,M	N/A	Divination	ANDREW'S: Complete Adventurer Pg.143
<i>Effect: Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow.</i>					<i>Target: You</i>	V,S	N/A	Divination	ANDREW'S: Complete Adventurer Pg.144
Bloodhound	14	N/A	1 standard action	24 hours [D]	Personal	V,S	N/A	Divination	ANDREW'S: Complete Adventurer Pg.144
<i>Effect: Grants extra checks when tracking.</i>					<i>Target: You</i>	V,S	N/A	Transmutation	ANDREW'S: Complete Adventurer Pg.144
Branch to Branch	14	N/A	1 standard action	[CASTERLEVEL10] minutes [D]	Personal	V,S	N/A	Transmutation	ANDREW'S: Complete Adventurer Pg.144
<i>Effect: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.</i>					<i>Target: You</i>	Close (30')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Calm Animals	14	Will negates; see text	1 standard action	2 minutes	Close (30')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsC.rtf
<i>Effect: Calms 2d4 + 2 HD of animals.</i>					<i>Target: Animals within 30 ft. of each other</i>				
Camouflage	14	None	1 standard action	[CASTERLEVEL10] minutes	Personal	V, S	No	Transmutation	ANDREW'S: Complete Divine Pg.157
<i>Effect: Gain +10 circumstance bonus on Hide checks.</i>					<i>Target: You</i>	Close (30')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Charm Animal	14	Will negates	1 standard action	2 hours	Close (30')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	Main: SpellsC.rtf
<i>Effect: Makes one animal your friend.</i>					<i>Target: One animal</i>				
Dawn	14	Fortitude negates (harmless)	1 standard action	Instantaneous	Personal	V	Yes	Abjuration	ANDREW'S: Masters of the Wild, page 86
<i>Effect: Awakens sleeping creatures.</i>					<i>Target: All creatures within a 15-ft.-radius burst centered on you</i>	V, S, DF	Yes (harmless)	Conjuration (Healing)	Main: SpellsD-E.rtf
Delay Poison	14	Fortitude negates (harmless)	1 standard action	2 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	Main: SpellsD-E.rtf
<i>Effect: Stops poison from harming subject for 2 hours.</i>					<i>Target: Creature touched</i>				
Detect Animals or Plants	14	None	1 standard action	Concentration, up to 20 minutes [D]	Long (480')	V, S	No	Divination	Main: SpellsD-E.rtf
<i>Effect: Detects kinds of animals or plants.</i>					<i>Target: Cone-shaped emanation</i>	Close (30')	V, S	No	Divination
Detect Poison	14	None	1 standard action	Instantaneous	Close (30')	V, S	No	Divination	Main: SpellsD-E.rtf
<i>Effect: Detects poison in one creature or small object.</i>					<i>Target: One creature, one object, or a 5-ft. cube</i>				
Detect Snares and Pits	14	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination	Main: SpellsD-E.rtf
<i>Effect: Reveals natural or primitive traps.</i>					<i>Target: Cone-shaped emanation</i>				
Easy Trail	14	None	1 standard action	2 hours [D]	40 ft.	V,S	Yes	Transmutation	ANDREW'S: Complete Adventurer Pg.147
<i>Effect: Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.</i>					<i>Target: 40-ft. radius emanation</i>				
Embrace the Wild	14	N/A	1 standard action	[CASTERLEVEL10] minutes [D]	Personal	V	N/A	Transmutation	ANDREW'S: Complete Adventurer Pg.147
<i>Effect: The caster gains an animal's sensory and skills.</i>					<i>Target: You</i>				
Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	Main: SpellsD-E.rtf
<i>Effect: Exist comfortably in hot or cold environments.</i>					<i>Target: Creature touched</i>				
Entangle	14	Reflex partial; see text	1 standard action	2 minutes [D]	Long (480')	V, S, DF	No	Transmutation	Main: SpellsD-E.rtf
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>					<i>Target: Plants in a 40-ft.-radius spread</i>				
Exacting Shot	14	Will negates (harmless,object)	1 standard action	2 minutes	Touch	V,S	Yes (harmless,object)	Transmutation	ANDREW'S: Complete Adventurer Pg.148-149
<i>Effect: Strike true with a ranged weapon against your favored enemy. Any threat for critical automatically succeeds.</i>					<i>Target: Ranged weapon touched</i>				
Grave Strike	14	N/A	1 swift action	2 rounds [D]	Personal	V,S,M	N/A	Transmutation	ANDREW'S: Complete Adventurer Pg.150
<i>Effect: Allows you to make sneak attacks against undead if you have the ability.</i>					<i>Target: You</i>	Personal	V,S,M	N/A	Transmutation
Guided Shot	14	N/A	1 swift action	2 rounds [D]	Personal	V,S,M	N/A	Transmutation	ANDREW'S: Complete Adventurer Pg.150
<i>Effect: No range increment penalties and target denied AC bonus for anything less than total cover.</i>					<i>Target: You</i>				
Handfire	14	None	1 standard action	1	Touch	V, S	Yes	Evocation [Light]	ANDREW'S: Magic of Faerun, page 98 & FAERUN Pg.103
<i>Effect: SELUNE GRANTED:Creates light of your choice; Can be used as a mellee touch attack against 1 living creatures 1d8+2; against undead 2d6+2</i>					<i>Target: Creature touched</i>				
Hawkeye	14	N/A	1 standard action	[CASTERLEVEL10] minutes [D]	Personal	V	N/A	Transmutation	ANDREW'S: Complete Adventurer Pg.151
<i>Effect: Increases range increment by 50% and +5 competence bonus on Spot checks.</i>					<i>Target: You</i>				
Healing Lorecall	14	N/A	1 standard action	2 minutes	Personal	V,S,M	N/A	Divination	ANDREW'S: Complete Adventurer Pg.151
<i>Effect: Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.</i>					<i>Target: You</i>				
Hide from Animals	14	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	S, DF	Yes	Abjuration	Main: SpellsH-L.rtf
<i>Effect: Animals can't perceive 2 subjects.</i>					<i>Target: 2 creatures touched</i>				
Instant Search	14	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	ANDREW'S: Complete Adventurer Pg.153
<i>Effect: You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.</i>					<i>Target: You</i>				
Jump	14	Will negates (harmless)	1 standard	2 minutes [D]	Touch	V, S, M	Yes	Transmutation	Main: SpellsH-L.rtf

\* =Domain/Speciality Spell

## Ranger Spells

action									
<i>Effect:</i> Subject gets bonus on Jump checks.									
□□□□□ Longstrider	14	None	1 standard action	2 hours [D]	<i>Target:</i> Creature touched	Personal	V, S, M	No	Transmutation Main: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.									
□□□□□ Low-Light Vision	14	Will negates (harmless)	1 standard action	2 hours	<i>Target:</i> You	Touch	V,M	Yes (harmless)	Transmutation ANDREW'S: Complete Arcane Pg.113-114
<i>Effect:</i> Target gains low-light vision.									
□□□□□ Magic Fang	14	Will negates (harmless)	1 standard action	2 minutes	<i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation Main: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.									
□□□□□ Naturewatch	14	None	1 standard action	[CASTERLEVEL10] minutes	<i>Target:</i> Living creature touched	Close (30')	S	No	Necromancy ANDREW'S: Complete Divine Pg.170
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.									
□□□□□ Pass without Trace	14	Will negates (harmless)	1 standard action	2 hours [D]	<i>Target:</i> Quarter circle emanating from you to the extreme of the range	Touch	V, S, DF	Yes (harmless)	Transmutation Main: SpellsP-R.rtf
<i>Effect:</i> 2 subjects leaves no tracks.									
□□□□□ Raptor's Sight	14	None	1 standard action	2 hours [D]	<i>Target:</i> 2 creatures touched	Personal	V, S, DF	No	Transmutation Andrew's: Races of the Wild
<i>Effect:</i> Gain +5 on Spot checks; range increment penalty halved									
□□□□□ Read Magic	14	None	1 standard action	20 minutes	<i>Target:</i> You	Personal	V, S, F	No	Divination Main: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.									
□□□□□ Resist Energy	14	Fortitude negates (harmless)	1 standard action	20 minutes	<i>Target:</i> You	Touch	V, S, DF	Yes (harmless)	Abjuration Main: SpellsP-R.rtf
<i>Effect:</i> Ignores first 7 points of damage/attack from specified energy type.									
□□□□□ Sniper's Shot	14	N/A	1 swift action	1 round	<i>Target:</i> Creature touched	Personal	V,S	N/A	Divination ANDREW'S: Complete Adventurer Pg.157
<i>Effect:</i> Your next ranged attack can be a sneak attack but only if you can sneak attack as the class ability.									
□□□□□ Speak with Animals	14	None	1 standard action	2 minutes	<i>Target:</i> You	Personal	V, S	No	Divination Main: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.									
□□□□□ Summon Nature's Ally I	14	None	1 round	2 rounds [D]	<i>Target:</i> You	Close (30')	V, S, DF	No	Conjuration (Summoning) Main: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□□ Traveler's Mount	14	Will negates	1 standard action	2 hours	<i>Target:</i> One summoned creature	Touch	V,S	Yes	Transmutation ANDREW'S: Complete Divine Pg.184
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.									
□□□□□ Vine Strike	14	N/A	1 swift action	1 round	<i>Target:</i> Animal or magical beast touched	Personal	V,DF	N/A	Divination ANDREW'S: Complete Adventurer Pg.158
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.									
<i>Target:</i> You									
* =Domain/Speciality Spell									

Jesabelle



Elf (Wood)
RACE
119
AGE
Female
GENDER
Low-Light, Normal
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 1"
HEIGHT
117 lbs.
WEIGHT
Amber
EYE COLOUR
Light
SKIN COLOUR
Raven, Braids
HAIR
Betrayal
PHOBIAS
Secretive, Loving
PERSONALITY TRAITS
Folklore
INTERESTS
Enunciates very clearly, You did it! You finally did it!
SPOKEN STYLE
Near Waterdeep
RESIDENCE
Faerun
LOCATION
None
REGION

**Description:**  
Sexy Female Wood Elf

**Biography:**

## Notes:

### Character Sheet Notes:

@4th Level - Took Elven Ranger Racial Substitution HD:d6 Skill

Points:8 SA:Elven Hound Animal Companion

Lu - Phil

Aaron Herbert - Richard

Turk - Jason

Gian - Dan