

CHARACTER MALE Player Race Size Size Campaign Skill Ranks Hit Die CLASSES Level Adjustment □ 1 Ranger d XP d d **ABILITIES 3** Effective Character Ability Item Ability Temp Temp d Score Bonus Modifier Score Modifier Level d **STR** Favoured class + INT + CON +1 hp or skill rank per level per level per level **DEX SKILLS** Class Racial, Favoured Armour CON Skill Skills Ranks Feats, **■** Enemy Check Untrained Bonus +3 Synergy O Terrain Penalty INT Acrobatics **WIS** Appraise Bluff **CHA** Climb Ability Modifier = (Total Ability Score - 10) \div 2 (Round down) **Diplomacy** FEATS & SPECIAL ABILITIES Disable Device Disguise Escape Artist Fly Handle Animal Heal Intimidate Linguistics Perception Ride Sense Motive Sleight of Hand Spellcraft Stealth Survival Track (1) N/A ■ Trained 1 per 5lb carried Swim Use Magical Device Knowledge: Arcana Knowledge: Dungeoneering Knowledge: Religion Knowledge: Nature Knowledge: The Planes Knowledge: Geography LANGUAGES