

Adoamros Logalar

4

CHARACTER NAME
Ranger 12

CLASS AND LEVEL
109 male 1.93

SIZE AGE GENDER HEIGHT

PLAYER
half-elf

RACE
82

WEIGHT

Ch. G

ALIGNMENT
gr

EYES

Corellon Larethian

DEITY
ljus

HAIR SKIN

DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	11	0			HP HIT POINTS 85			
DEX DEXTERITY	17	3			AC ARMOR CLASS 13	10 + 3		
CON CONSTITUTION	15	2			TOUCH ARMOR CLASS			
INT INTELLIGENCE	15	2			FLAT-FOOTED ARMOR CLASS			
WIS WISDOM	18	2			INITIATIVE MODIFIER			
CHA CHARISMA	16	3			TOTAL			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	10	8	2				
REFLEX (DEXTERITY)	11	8	3				
WILL (WISDOM)	6	4	2				

BASE ATTACK BONUS	12	SPELL RESISTANCE	
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GRAPPLE MODIFIER		TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Melee Range	15		
RANGE	TYPE	NOTES	
		Longbow 1D8 (200 miles)	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Melee	12		
RANGE	TYPE	NOTES	
		bastard sword 1D10	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> APPRAISE	INT				
<input checked="" type="checkbox"/> BALANCE	DEX*	5			
<input type="checkbox"/> BLUFF	CHA				
<input checked="" type="checkbox"/> CLIMB	STR*	12			
<input checked="" type="checkbox"/> CONCENTRATION	CON	12			
<input type="checkbox"/> CRAFT ()	INT				
<input type="checkbox"/> CRAFT ()	INT				
<input type="checkbox"/> CRAFT ()	INT				
<input type="checkbox"/> DECIPHER SCRIPT	INT				
<input type="checkbox"/> DIPLOMACY	CHA				
<input type="checkbox"/> DISABLE DEVICE	INT				
<input type="checkbox"/> DISGUISE	CHA				
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX*	5			
<input type="checkbox"/> FORGERY	INT				
<input type="checkbox"/> GATHER INFORMATION	CHA				
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	11			
<input checked="" type="checkbox"/> HEAL	WIS	12			
<input checked="" type="checkbox"/> HIDE	DEX*	13			
<input type="checkbox"/> INTIMIDATE	CHA				
<input checked="" type="checkbox"/> JUMP	STR*	8			
<input checked="" type="checkbox"/> KNOWLEDGE (dungeon)	INT	16			
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input checked="" type="checkbox"/> LISTEN	WIS	15			
<input checked="" type="checkbox"/> MOVE SILENTLY	DEX*	16			
<input type="checkbox"/> OPEN LOCK	DEX				
<input type="checkbox"/> PERFORM ()	CHA				
<input type="checkbox"/> PERFORM ()	CHA				
<input type="checkbox"/> PERFORM ()	CHA				
<input type="checkbox"/> PROFESSION ()	WIS				
<input type="checkbox"/> PROFESSION ()	WIS				
<input checked="" type="checkbox"/> RIDE	DEX	10			
<input checked="" type="checkbox"/> SEARCH	INT	14			
<input type="checkbox"/> SENSE MOTIVE	WIS				
<input type="checkbox"/> SLEIGHT OF HAND	DEX*				
<input type="checkbox"/> SPELLCRAFT	INT				
<input checked="" type="checkbox"/> SPOT	WIS	15			
<input checked="" type="checkbox"/> SURVIVAL	WIS	12			
<input type="checkbox"/> SWIM	STR*				
<input checked="" type="checkbox"/> TUMBLE	DEX*	5			
<input type="checkbox"/> USE MAGIC DEVICE	CHA				
<input type="checkbox"/> USE ROPE	DEX				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

■ Denotes a skill that can be used untrained.
□ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

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