

Jimbo
 Character Name
Ranger (P) 1
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 1

Human (P) 19
 Humanoid (Human) Age
HD 1 **XP 0** Male Brown
 Racial Total Adj. Type Next level: 2,000 xp Gender Eyes
Medium 1 5' 11" 170 lb. Brown
 Size ECL Adj. Height Weight Hair
5 ft./5 ft. **Neutral Good**
 Type Space / Reach Alignment Deity Skin
SPD 30' = 30' + 0' + 0' / 0' / 0' / 0' / 0'
 Land Speed Base Gear Effects Burrow Climb Fly Swim



Ranger (P)
 Favored Class

STR Strength	16	+3
DEX Dexterity	19	+4
CON Constitution	12	+1
INT Intelligence	12	+1
WIS Wisdom	12	+1
CHA Charisma	9	-1

HP 12
 Hit Points
 ⓪⓪⓪⓪⓪⓪
 ⓪⓪⓪⓪⓪⓪

AC 17 = 10 + 3 + 4
 Armor Class
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj. Available
HERO Points

Touch 14 **Flat-Foot** 13 **INIT** +6 = 4 + 2
 Armor Class Armor Class Modifier Dex Effects Adj. **SPELL** Resistance SR Adj PR Adj **POWER** Points

CMB +4 = 1 + 3 + 4
 Bonus Base STR Size Effects Cond. **CMD** 18 = 11 + 3 + 4
 Defense Base STR DEX Size Effects Cond.

FORTITUDE (Constitution)	+3
REFLEX (Dexterity)	+6
WILL (Wisdom)	+1

ENERGY Resistances Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction

BASE +1
 Attack

Leader Leadership

Vision & Senses

MELEE +4
 Attack Bonus

RANGED +5
 Attack Bonus

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *		3	DEX	4				-1
Appraise-p		1	INT	1				
Bluff-p		-1	CHA	-1				
Climb-p *		2	STR	3				-1
Diplomacy-p		-1	CHA	-1				
Disable Device-p *		-	DEX	4				-3
Disguise-p		-1	CHA	-1				
Escape Artist-p *		3	DEX	4				-1
Fly-p *		3	DEX	4				-1
Handle Animal-p		3	CHA	-1	4			
Heal-p		1	WIS	1				
Intimidate-p		-1	CHA	-1				
Linguistics-p		-	INT	1				
Perception-p		1	WIS	1				
Ride-p *		7	DEX	4	4	-1		
Sense Motive-p		1	WIS	1				
Sleight of Hand-p *		-	DEX	4				-1
Spellcraft-p		-	INT	1				
Stealth-p *		7	DEX	4	4	-1		
Survival-p		5+3	WIS	1	4		3	
Swim-p *		6	STR	3	4	-1		
Use Magic Device-p		-	CHA	-1				
Craft: Bowmaking-p		3	INT	1	4	-2		
Knowledge: Nature-p		6	INT	1	4	1		
Profession: Herbalist-p		5	WIS	1	4			

FULL ATTACK Ranged Composite Longbow (+3 Str) +5
 1d8+3
 Desc: Made for a strength ratings of +3
 Notes:
Ammo

FULL ATTACK One-Handed Short Sword +4
 1d6+3
 Desc: Popular off-hand weapon
 Notes:
Ammo

FULL ATTACK Thrown Handaxe +1
 1d6+3
 Desc: Favored by Dwarves as off-hand weapons
 Notes:
Ammo

FULL ATTACK One-Handed None
 Desc:
 Notes:
Ammo

FULL ATTACK One-Handed None
 Desc:
 Notes:
Ammo

FULL ATTACK One-Handed None
 Desc:
 Notes:
Ammo

ARMOR	Studded Leather Armor	Adj:	Check Adj.:
Light	Max Dex: 5	Bonus: +3	Armor Check: -1 Spell Fail: 15% 20 lb.
Desc: Made from tough but flexible leather reinforced with metal rivets			
Notes:			

SHIELD	None	Adj:	Check Adj.:
Max Dex:	Armor Check:	Spell Fail:	
Desc:			
Notes:			

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

COINS	Platinum:	0 pp
	Gold:	0 gp
	Silver:	0 sp
	Copper:	0 cp
GEMS		

SPELLS	Arcane Spell Failure: 15% Adj.:								
Casting Class:									
Caster Level:									
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

LOCATIONS	HH	83.1 lb.
Tag		Weight

GEAR	Loc:	QTY	LB.	Loc:	QTY	LB.	List:	Weapons - All
Basic Equipment List	HH	1						
Composite Longbow (+3 Str)		1	3					
Short Sword		1	2					
Handaxe		1	3					
28.0 lb.			Light	5				965 gp

Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE	Total Value
76.7	153.3	230.0	460.0	1,150.0	
Selection List: All Feats and Traits					

FEATS	2	=	2	+	0	+
Reactionary Trait	+2 trait bonus to Initiative checks					✓
Child of Nature Trait (Survival)	+1 Knowledge nature and Survival. Survival is a class skill for you					✓
Precise Shot	No -4 penalty for shooting into melee					
Point Blank Shot	+1 bonus on ranged attack and damage within 30'					✓

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INFO

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Ranger (P) 1st

Weapon & Armor Proficiency: Proficient with all simple and martial wpns and with light armor, medium armor, and shields (except tower shields)

Wild Empathy (Ex): Improve the attitude of an animal: 1d20+0

Favored Enemy (Ex): bonus on Bluff, Perception, Sense Motive and Survival

- Can make a Knowledge skill check untrained to identify a Favored Enemy
- Humanoid (Orc): +2 skill bonus; +2 to attack & damage

Conditional Bonus - Feats

+2 trait bonus on Survival checks to find food and water [Child of Nature Trait]

Conditional Bonus - Ranger (P) Class

+1 to Survival made to follow or identify tracks [Track]

Languages (x2)

Common, Elvish

CHARACTER STATUS

No Alignment selected

Jimbo

Human (P), Ranger (P) 1st

Medium Humanoid (Human)

Alignment: Neutral Good

Hit Dice: 1d10+1 (12 hp)

Initiative: +6

Speed: 30' (6 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 17 (+3 Armor, +4 Dex), Touch 14, Flat-Footed 13

Saves: Fort +3, Ref +6, Will +1

Abilities: Str 16, Dex 19, Con 12, Int 12, Wis 12, Cha 9

Base Att/CMB/CMD: +1 / +4 / 18

Single Attack:

Composite Longbow (+3 Str): +5 ranged (1d8+3/20/x3)

Short Sword: +4 melee (1d6+3/19-20)

Handaxe: +1 thrown (1d6+3/20/x3)

Full Attack:

Composite Longbow (+3 Str): +5 ranged (1d8+3/20/x3)

Short Sword: +4 melee (1d6+3/19-20)

Handaxe: +1 thrown (1d6+3/20/x3)

FEATS

Reactionary Trait, Child of Nature Trait (Survival), Precise Shot, Point Blank Shot.

SKILLS

Acrobatics +3, Appraise +1, Bluff -1, Climb +2, Diplomacy -1, Disguise -1, Escape Art +3, Fly +3, Handle Animal +3, Heal +1, Intimidate -1, Perception +1, Ride +7, Sense Motive +1, Stealth +7, Survival +5+3, Swim +6, Cr: Bow +3, Kn: Nature +6, Pro: Herbalist +5.

EQUIPMENT

ARMOR WORN: Studded Leather Armor.

Basic Equipment List, Composite Longbow (+3 Str), Short Sword, Handaxe

TOTAL CHARACTER VALUE

965 gp.



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Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Ranger (P) 1st

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Wild Empathy (Ex): Improve the attitude of an animal: 1d20+0

Favored Enemy (Ex): bonus on Bluff, Perception, Sense Motive and Survival

- Can make a Knowledge skill check untrained to identify a Favored Enemy
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No errors detected

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