

**Jimbo**  
 Character Name  
**Ranger (P)** 2  
 Primary Level  
 Secondary Level  
 Third Class Level

**LEVEL 2**

**Human (P)**

19

Total Humanoid (Human) Age  
 d10 **HD 1** **XP 0** Male Brown  
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes  
 Medium 2 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

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

**HP** Hit Points 13  
 ⓪⓪⓪⓪⓪⓪  
 ⓪⓪⓪⓪⓪⓪⓪

**AC** Armor Class 17 = 10 + 3 + 4 + 0 + 0 + 0 + 0 + 0 + 0 + 0  
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj. Available  
**HERO** Points Available

**Touch** 14 **Flat-Foot** 13 **INIT** +6 = 4 + 2 + 0  
 Dex Effects Adj. **SPELL** Resistance SR Adj PR Adj **POWER** Points

**CMB** +5 = 2 + 3 + 0 + 0 / 0  
 Base STR Size Effects Cond. **CMD** 19 = 12 + 3 + 4 + 0 + 0 / 0  
 Base STR DEX Size Effects Cond.

**FORTITUDE** +4 = 3 + 1 + 0 + 0 + 0 / 0  
 (Constitution) Base Ability Epic Effects Adj. Cond.  
**REFLEX** +7 = 3 + 4 + 0 + 0 + 0 / 0  
 (Dexterity) Base Ability Epic Effects Adj. Cond.  
**WILL** +1 = 0 + 1 + 0 + 0 + 0 / 0  
 (Wisdom) Base Ability Epic Effects Adj. Cond.

**ENERGY** Resistances Acid Cold Elec. Fire Sonic Neg. Pos.  
**Damage Reduction**  
**SKILL** **ACP** -1 **TOTAL** Key Ability Modifier Ranks (+3) Effects Conditional Adj.

**BASE** +2 / 0 / 0 / 0 / 0 / 0  
 Attack Base 2nd 3rd 4th Adj. Base **Leader** Leadership

**MELEE** +5 = 2 + 3 + 0 + 0 + 0 / 0  
 Attack Bonus Base Ability Size Epic Adj. **Vision & Senses**  
**RANGED** +6 = 2 + 4 + 0 + 0 + 0 / 0  
 Attack Bonus Base Ability Size Epic Adj.

**FULL ATTACK** Ranged Composite Longbow (+3 Str) +6 1d8+3  
 Desc: Made for a strength ratings of +3  
 Notes: **Ammo**

**FULL ATTACK** One-Handed Short Sword +5 1d6+3  
 Desc: Popular off-hand weapon  
 Notes: **Ammo**

**FULL ATTACK** Thrown Handaxe +2 1d6+3  
 Desc: Favored by Dwarves as off-hand weapons  
 Notes: **Ammo**

**FULL ATTACK** One-Handed None  
 Notes: **Ammo**

**FULL ATTACK** One-Handed None  
 Notes: **Ammo**

**FULL ATTACK** One-Handed None  
 Notes: **Ammo**

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 *		6	STR	3	4			-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		4	CHA	-1	5			
Heal-p		5	WIS	1	4			
Intimidate-p		-1	CHA	-1				
Linguistics-p		-	INT	1				
Perception-p		6	WIS	1	5			
Ride-p *		8	DEX	4	5			-1
Sense Motive-p		1	WIS	1				
Sleight of Hand-p *		-	DEX	4				-1
Spellcraft-p		-	INT	1				
Stealth-p *		8	DEX	4	5			-1
Survival-p		6+3	WIS	1	5			3
Swim-p *		6	STR	3	4			-1
Use Magic Device-p		-3	CHA	-1				
Craft: Bowmaking-p		3	INT	1	4			-2
Knowledge: Nature-p		7	INT	1	5			1
Profession: Herbalist-p		5	WIS	1	4			

<b>ARMOR</b>	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:			

<b>SHIELD</b>	None	Adj:	Check Adj.:
Max Dex:	Armor Check:	Spell Fail:	
Desc:			
Notes:			

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

<b>GEAR</b>		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.	<b>ENCUMBRANCE</b>	Total Value
76.7	153.3	230.0	460.0	1,150.0	
Selection List: All Feats and Traits					

<b>FEATS</b>	3	=	2	+	1	+	
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'						✓
Far Shot	-1 penalty per full range increment instead of -2						

<b>COINS</b>	Platinum:	0	gp
	Gold:	0	gp
	Silver:	0	sp
	Copper:	0	cp
<b>GEMS</b>			

<b>LOCATIONS</b>	HH	83.1	lb.
Tag			
Weight			

<b>SPELLS</b>	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									

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<b>INFO</b>
<b>Racial Traits: Human (P)</b>
<b>Bonus Feat:</b> One extra feat at Level #1
<b>Skilled:</b> Gain 1 extra skill point at each level
<b>Class Features: Ranger (P) 2nd</b>
<b>Weapon &amp; Armor Proficiency:</b> Proficient with all simple and martial wpns and with light armor, medium armor, and shields (except tower shields)
<b>Wild Empathy (Ex):</b> Improve the attitude of an animal: 1d20+1
<b>Favored Enemy (Ex):</b> 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
<b>Combat Style Feat (Ex):</b> Using the Archery style
• Level 2 Combat Style Feat: Far Shot
<b>Conditional Bonus - Feats</b>
+2 trait bonus on Survival checks to find food and water [Child of Nature Trait]
<b>Conditional Bonus - Ranger (P) Class</b>
+1 to Survival made to follow or identify tracks [Track]
<b>Languages (x2)</b>
Common, Elvish
<b>CHARACTER STATUS</b>
No errors detected





# Jimbo

Human (P), Ranger (P) 2nd

Medium Humanoid (Human)

Alignment: Neutral Good

Hit Dice: 2d10+2 (13 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 +4, Ref +7, Will +1

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

Base Att/CMB/CMD: +2 / +5 / 19

Single Attack:

Composite Longbow (+3 Str): +6 ranged (1d8+3/20/x3)

Short Sword: +5 melee (1d6+3/19-20)

Handaxe: +2 thrown (1d6+3/20/x3)

Full Attack:

Composite Longbow (+3 Str): +6 ranged (1d8+3/20/x3)

Short Sword: +5 melee (1d6+3/19-20)

Handaxe: +2 thrown (1d6+3/20/x3)

FEATS

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

SKILLS

Acrobatics +3, Appraise +1, Bluff -1, Climb +6, Diplomacy -1, Disguise -1, Escape Art +3, Fly +3, Handle Animal +4, Heal +5, Intimidate -1, Perception +6, Ride +8, Sense Motive +1, Stealth +8, Survival +6+3, Swim +6, Cr: Bow +3, Kn: Nature +7, Pro: Herbalist +5.

EQUIPMENT

ARMOR WORN: Studded Leather Armor.

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

TOTAL CHARACTER VALUE

965 gp.



Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Traits: Ranger (P) 2nd

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+1

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

Combat Style Feat (Ex): Using the Archery style

- Level 2 Combat Style Feat: Far Shot

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)

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