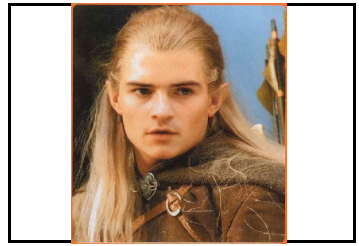


Carrathan "Treeteller" Mor'thelial

Ranger /
CLASS

Master Guide
TITLE



CHARACTER'S NAME

Jessica Ramsey (NPC)

Elf, Gray

Lawful / Neutral

none (St. Cuthbert)

PLAYER'S NAME

RACE

ALIGNMENT

DEITY

10 / Male 164 / 16 Ambi 5'-6" 135 lb. Green Dk. Blonde
LEVEL SEX AGE EQUIV HAND HEIGHT WEIGHT EYES HAIR

ABILITY	AVERAGE SCORE	ABILITY MODFR	TEMP SCORE	TEMP MODFR	TOTAL	WOUNDS / CURRENT HP				SUBDUAL DAMAGE			DAMAGE REDUCTION	HIT DIE	SPEED	
STR STRENGTH	13	1			HP HIT POINTS 60									d10+0	27 ft.	
DEX DEXTERITY	20	5			AC ARMOR CLASS 28	17	23	18	30	32			9		5%	0
CON CONSTITUTION	10	0			28	27	29									
INT INTELLIGENCE	13	1			INITIATIVE MODIFIER	5 = 5 + 0										
WIS WISDOM	13	1			DAMAGE BONUS	1 = 1 +										
CHA CHARISMA	11	0														
COMELINESS	15	2														

FORTITUDE (CONSTITUTION)	REFLEX (DEXTERITY)	WILLPOWER (WISDOM)
9 = 7 + 0 + 2 + 0 + 0	10 = 3 + 5 + 2 + 0 + 0	6 = 3 + 1 + 2 + 0 + 0

CONDITIONAL MODIFIERS:
Immune to Sleep
+2 vs Enchantments
Will save = Alexis'

MELEE ATTACK BONUS	RANGED ATTACK BONUS
13 8 = 10 5 + 1 + 0 + 2 +	17 12 = 10 5 + 5 + 0 + 2 +

+2 vs. human; +1 vs. half-elf

PRIMARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Mithral Short Sword, +2	+17; +12; +7	d6 + 3	19-20 / x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Nil	3	Piercing	Small	

SECONDARY WPN	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Mithral Short Sword, +2	+17	d6 + 3	19-20 / x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Nil	3	Piercing	Small	

TERTIARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Mighty (2) Shortbow, +3	+19; +19; +14	d6 + 4	x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
70 ft.	2	Piercing	Medium	

ARMOR	TYPE	ARMOR BONUS	CHECK PNLTY	MAX DEX BNS
Elven Studded Leather, +5	Light	3 + 5	0	6
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
5%	30	20		

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
none	0	0	0	0%
SPECIAL PROPERTIES				

AMMUNITION
Arrow (20)
Arrow, +1 (15)

SKILL POINTS / LEVEL	5	REP AVAILABLE	0	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PNLTY	SPELL RESIST
MAX RANKS	13	6.5					

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
	ALCHEMY	INT				0
x	ANIMAL EMPATHY	CHA				0
	APPRAISE	INT	1	1		0
	BALANCE	* DEX	5	5		0
	BLUFF (+2 hmn; +1 half-elf)	CHA	2	0		2
x	CLIMB (+2 in Forest)	* STR	1	1		0
x	CONCENTRATION	CON	0	0		0
x	CRAFT	INT	1	1		0
N/A	DECIPHER SCRIPT	INT	N/A			0
	DIPLOMACY	CHA	4	2		2
	DISABLE DEVICE	INT				0
	DISGUISE	CHA	2	2		0
	ESCAPE ARTIST	* DEX	5	5		0
	FORGERY	INT	1	1		0
	GATHER INFORMATION	CHA	4	2		2
x	HANDLE ANIMAL	CHA				0
x	HEAL	WIS	1	1		0
x	HIDE (+2 forest)	* DEX	20	5	5	10
	INNUENDO	WIS				0
	INTIMIDATE	CHA	2	0		2
x	INTUIT DIRECTION (+2 forest)	WIS	1	1		0
x	JUMP	* STR	1	1		0
	KNOWLEDGE (ARCANA)	INT				0
	KNOWLEDGE (RELIGION)	INT				0
x	KNOWLEDGE (NATURE)	INT	7	1	6	0
	KNOWLEDGE	INT				0
x	LISTEN (+2 human; +2 forest)	WIS	17	1	10	6
x	MOVE SILENTLY (+2 forest)	* DEX	11	5	6	0
	OPEN LOCK	DEX				0
	PERFORM	CHA	4	2		2
	PICK POCKET	* DEX				0
x	PROFESSION	WIS				0
N/A	READ LIPS	INT	N/A			0
x	RIDE	DEX	5	5		0
0	SCRY	INT	1	1	0	0
x	SEARCH (+2 forest) (5' = Auto-)	INT	10	1	7	2
	SENSE MOTIVE (+2 hn; +1 /elf)	WIS	1	1		0
	SPEAK LANGUAGE	none				0
	SPELLCRAFT	INT				0
x	SPOT (+2 human; +2 forest)	WIS	17	1	10	6
x	SWIM	* STR	-12	1		-13
	TUMBLE	* DEX				0
N/A	USE MAGIC DEVICE	CHA	N/A			0
x	USE ROPE	DEX	7	5	2	0
x	WILDR'S LORE (+2 hmn/forest)	WIS	18	1	13	4
	FIRST IMPRESSION	COM	4	2		2
x	KNOWLEDGE (Military)	INT	11	1	6	4

Gray box indicates the skill may be used untrained, regardless of class.
* Armor Check Penalty, if any, applies. ** -1 to Swim per 5 lb. of gear.
An "x" indicates a Class Skill; otherwise the skill costs 2 SP per rank.

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