

Criogaid
 CHARACTER
Grig Tiny Female
 RACE & LA SIZE GENDER
 347 Neutral The Lost Prince (TFW:26)
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Sylvan

Hebeloma
 PLAYER
 1'6" 9 lbs white green pale
 HEIGHT WEIGHT HAIR EYES SKIN
 Weeping Wood, The First World (TFW:52)
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	14	-4		
DEX	22	6	18	4		
CON	12	1	12			
INT	10	0	10			
WIS	10	0	10			
CHA	18	4	16	2		

HITPOINTS		
CURRENT HP	HP GAINED	HD
12	11	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	12	FAVORED CLASS Ranger

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Explorer (Ranger)	1	6	1	2	2	0	1		
TOTALS	1	6	1	2	2	0	1		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	6

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	3	0	6	2				
TOUCH	18	-10+			6	2				
FLAT-FOOT	15	-10+	3	0	0	2				

<input type="checkbox"/> ACROBATICS	DEX	5		6		
<input type="checkbox"/> APPRAISE	INT	0		0		
<input type="checkbox"/> BLUFF	CHA	4		4		
<input checked="" type="checkbox"/> CLIMB	STR	-1		0		
<input checked="" type="checkbox"/> CRAFT	INT	0		0		
<input type="checkbox"/> DIPLOMACY	CHA	4		4		
<input type="checkbox"/> DISABLE DEVICE	DEX			6		
<input type="checkbox"/> DISGUISE	CHA	4		4		
<input type="checkbox"/> ESCAPE ARTIST	DEX	5		6		
<input type="checkbox"/> FLY	DEX	5		6		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	8	1	4	3	
<input checked="" type="checkbox"/> HEAL	WIS	0		0		
<input type="checkbox"/> INTIMIDATE	CHA	4		4		
<input checked="" type="checkbox"/> KN: (dungeoneering)	INT			0		
<input checked="" type="checkbox"/> KN: (geography)	INT	5	1	0	3	1
<input checked="" type="checkbox"/> KN: (nature)	INT	4	1	0	3	
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	1	0	3	
<input type="checkbox"/> PERFORM	CHA	4		4		
<input checked="" type="checkbox"/> PROF:	WIS			0		
<input checked="" type="checkbox"/> RIDE	DEX	5		6		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			6		
<input checked="" type="checkbox"/> SPELLCRAFT	INT			0		
<input checked="" type="checkbox"/> STEALTH	DEX	17	1	6	3	8
<input checked="" type="checkbox"/> SURVIVAL	WIS	4	1	0	3	
<input checked="" type="checkbox"/> SWIM	STR	-1		0		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			4		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	3	2	1			
REF	8	2	6			
WILL	0	0	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	3	1	0	2		
RANGED	9	1	6	2		
CMB	7	1	DEX	6	2	-2
CMD	17	-10+	B1B	0	6	-2



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Grig (newpathfinderraces.wordpress) fey
 Class: Ranger HD: d10 skills: 6+Int Mod
 tiny: +2 AC, attack, -2 CMD, CMB, +8 Stealth, Move 20
 Archetype: Explorer (LG:FKCC-4)
 Musical Legs: Encourage those w/in 20' to dance
 Weapon Prof: All Simple & martial weapons
 Jumper: Always considered to have running start for jumping
 Armor Prof: Light & Medium Armor & shields
 Fey Damage Resistance: DR 5/cold iron
 Favored Enemy (Ex): Outsider (lawful)
 Low-light Vision
 +2 Bluff, Knowledge, Perception, Sense Motive & Survival
 Mapmaker: +2 knowledge (geography) checks & lost (Survival)
 Navigator (Ex): +1/2 knowledge (geography) checks & lost (Survival)
 Favored Terrain (Ex): Forests
 Point Blank Shot - +1 ranged attacks w/in 30'

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					

INIT 6 = 6 DEX MOD + MISC MOD

HERO SR DR 5/iron

RESISTANCES POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit	3	6	-1	10	Lt	0.3
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortbow, composite	+9	1d3	20,x3	70	P	1.0	
short sword	+2	1d3	19-20,x2		S	1.0	

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

%	ITEM	QTY / USES	WGT N/A	WEIGHT
	Spider-silk bodysuit			
	shortbow, composite			
	quiver w/ 20 arrows			
	short sword			

EQUIPMENT & MAGIC ITEMS

%	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

%	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
2.3	0.0	0.0		2.3

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH	
33	67	100		100	200	500	
0	0		MODIFIED LOAD	0	0	0	
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>			MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>