

Tyran Deftarrow

CHARACTER
Half-Elf Medium Male
RACE & LA SIZE GENDER
110 Neutral Good Ketephys (ISG-183)
AGE ALIGNMENT DEITY

LANGUAGES: Common, Elf + Sylvan, Goblin

Chris Wetteland

PLAYER
6'0" 144 lbs
HEIGHT WEIGHT HAIR EYES SKIN
Mierani Forest, Varisia (ISWG-194)
HOMELAND & BACKGROUND OCCUPATION



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

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 62, HP GAINED 62, HD 10. CLASS RECORDER: CLASS NAME Ranger, BAB 6, SKILL 42, FC HPS 0, FORT 5, REF 5, WILL 2, LEVELS 6.

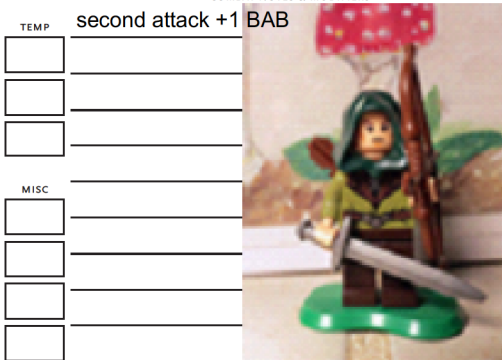
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE. AC 23, TOUCH 18, FLAT-FOOT 15. Includes armor class, shield, dex, size, dodge, natural, deflect, misc, temp.

ARMOR CHECK PENALTY 0, MAXIMUM DEX --, SPELL FAILURE 0%. Includes text: second attack +1 BAB

SAVING THROWS. FORT 7, REF 11, WILL 4. Includes class base, ability, enhance, misc, temp.



ATTACKS. MELEE 9, RANGED 12, CMB 12, CMD 27. Includes base attack bonus, temp, ability, size, misc.

SKILLS. Table with columns: SKILL, DEX, INT, CHA, STR, WIS, INT, INT, INT, WIS, CHA, WIS, DEX, WIS, STR, CHA, STR, STR, STR, STR. Includes skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Perception, Perform, Prof, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

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

Race: Half-Elf (CRB-22) Point Blank Shot +1 attack & damage w/in 30'
Low-light vision Far Shot - Decrease ranged penalties by half
Elven Immunity: Immune: Sleep, +2 save vs enchantment Precise Shot - no penalties for shooting into melee
Class: Ranger (CRB-46) HD: d10, skills: 6 + Int Mod Focused Shot - add Int Mod (+2) to damage
Weapon Prof: All simple & martial, Rapid Shot - add extra range attack per round
Armor Prof.: All light and medium & shields Many Shot - shoot two arrows simultaneously
Favored Enemies: goblinoid, outsider (evil) (up to 6 arrows per round, 3 attacks w/ 2 arrows/attack)
+2 attack, damage, Bluff, Knowledge, Perception, Sense Motive, & Survival
Track: +lvl/2 survival checks for tracking
Wild Empathy: Use diplomacy to improve attitude of wild animal
Combat Style Feat: Archery
Endurance: +4 saves vs drowning, suffocation, exhaustion, starvation etc.
Favored Terrains: Forest
+2 initiative, Knowledge (geography), Perception, Stealth, and Survival
-leaves no trail and can't be tracked
Hunter's Bond: Animal Companion, dog, "Einstein"

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 [x] FAST [x] 23,000 / 35,000

Table with columns: SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS. SPEED 30, INIT 6, HERO, SR, DR, RESISTANCES, POOL POINTS.

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: ARMOR Studded Leather of Arrow Deflection +2, AC BONUS 5, WEIGHT 15.0.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: Ongpakob's Long Bow of Elemental Minerals +2, Warhammer of Whomping! +2.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Animal Companion - Dog "Einstein"		
See separate sheet for more details.		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	standard adventurer's kit			
	3 potions - cure serious wounds			
	+2 fire arrows	9		
	quiver of arrows	20		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Ongpakob's Long Bow of Elemental Minerals			
	+2 attack, +2d6 bludgeoning damage			
	second chance reroll on disable device skill checks 2/day			
	immunity: petrification; +2 CON			
	Daily power: create cube of sharp crystals 20' per side,			
	-range 30', duration 1 min/lvl, 2d6 dam/rnd if moving			
	boots of dodging +2			
	Ring of Chameleon Power +10 stealth			
	Warhammer of Whomping! +2			
	hammer ground, knock foes down in 20' radius			
	Studded leather of Arrow Deflection +2			

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			7,300
SILVER			
COPPER			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
23.0	0.0	0.0		23.0

TREASURE CARRIED		
#	TREASURE	WEIGHT
	golden egg (3,000 gp)	
	magic unicorn horn (10,000 gp)	

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
77	153	230			230	460
0	0			0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

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SPILLS PER DAY

CLASS Ranger LEVEL 6

BLOODLINES & PATRONS

BLOODLINE/PATRON

SPILLS PER DAY

CLASS LEVEL

Table with columns: SAVE DC, LEVEL, TOTAL, CLASS, ABILITY BONUS, MISC, SPELLS KNOWN. Includes level 0-9th progression.

CLOSE: 25FT + 5FT / 2 LVL 40 MEDIUM: 100FT + 10FT / LVL 160 LONG: 400FT + 40FT / LVL 640

TOTAL CLASS ABILITY OTHER CURRENT POINTS SPELL POINTS 0

DOMAINS

DOMAIN SUBDOMAIN DOMAIN SUBDOMAIN DOMAIN SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY FOCUSED PROHIBITED PROHIBITED

Table with columns: SAVE DC, LEVEL, TOTAL, CLASS, ABILITY BONUS, MISC, SPELLS KNOWN. Includes level 0-9th progression.

CLOSE: 25FT + 5FT / 2 LVL 25 MEDIUM: 100FT + 10FT / LVL 100 LONG: 400FT + 40FT / LVL 400

TOTAL CLASS ABILITY OTHER CURRENT POINTS SPELL POINTS 0

SPELLS

Table with columns: LEVEL, PREP, USED, NAME & DESCRIPTION, SCHOOL, DURATION, RANGE, SAVE, SR, REFERENCE. Lists spells like Abundant Ammunition, Aspect of the Falcon, etc.