

## Player:

<b>Name:</b>		<b>Title:</b>		<b>Alignment:</b>	
<b>Occupation:</b>		<b>Class:</b>		<b>Gender:</b>	<b>Level:</b>
<b>Strength:</b>	/	<b>mod:</b>	<b>HD:</b>	<b>Hit points:</b>	/
<b>Agility:</b>	/	<b>mod:</b>	<b>Ref save:</b>		<b>Speed:</b>
<b>Stamina:</b>	/	<b>mod:</b>	<b>Fort save:</b>		<b>Action dice:</b>
<b>Personality:</b>	/	<b>mod:</b>	<b>Will save:</b>		<b>Attack bonus:</b>
<b>Intelligence:</b>	/	<b>mod:</b>	<b>Languages:</b>		<b>Crit die:</b>
<b>Luck:</b>	/	<b>mod:</b>			<b>Crit table:</b>

<b>Weapon</b>	<b>Initiative roll</b>	<b>Attack roll</b>	<b>Damage</b>	<b>Armor</b>
				<b>Armor class:</b>
				<b>Check penalty:</b>
				<b>Fumble die:</b>

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

<b>Ranger Abilities</b>			
<b>Animal empathy:</b> <small>+ PER mod.</small>	<b>Wildcraft:</b> <small>+ INT mod.</small>	<b>Stealth:</b> <small>+ AGI mod.</small>	<b>Sneak DCs:</b> Grass: DC 5 Stone: DC10 Wood: DC15 Gravel: DC 20
<b>Natural remedies:</b> Can stave off disease and poison (as spell <i>Neutralize poison or disease</i> , with minor changes).			<b>Hide DCs:</b> Night: DC 5 Moonlight: DC 10 Day w/ cover: DC 15 Day w/o cover: DC 20
<b>Favoured terrain types:</b> (Acts with +1d to all rolls when in favoured terrain.)			
<b>Archfoes:</b> (May use foe die in rolls involving archfoes.)		<b>Foe die:</b>	
<b>Signature deeds:</b>			

<b>Notes</b>	<b>Loot &amp; Gear</b>
<b>Birth augur:</b>	