Admin (Player)	Ranger (Class)	4 (Level)	
Gerran (Character Name)	Chaotic Good (Alignment)	(Age)	
Elf (Ancestry)	Male (Gender)	Pale (Skin)	(Height)
			(Hair / Eyes / Weight)

Deity worshipped

SIZE: Medium
SPACE: 5 ft. x 5 ft.

KEY Ability: DEX (Score)

Class DC Score: 18

Senses & Resistances

{E} Pereception +6

	Score	Modif
STR Strength	12	+1
DEX Dexterity	18	+4
CON Constitution	14	+2
INT Intelligence	12	+1
WIS Wisdom	12	+1
CHA Charisma	10	

XP Experience | Next level:

FORT Expert	+8	+1
REFLEX Expert	+10	
WILL Expert	+7	
		Conditional

SPD Speeds: 35' Land | Burrow | Climb | Fly | Swim

BULK Limits: 5.7 Current / 6 No Penalty / 11 Limit

Resonance Points: 4 (①①①①)

HERO Points: 2 (①①)

HP Hit Points: 58 Total | Temp.
⑤⑤ · ②②②②②②② · ①①①①①①①①
⑤⑤ · ②②②②②②② · ①①①①①①①①

ARMOR Class: 21 = 10 (Base) + 4 (Prof.) + 3 (Armor) + 4 (Dex) + (Adj)

TOUCH AC: 20

SHIELD Light: None

Notes:

ARMOR Light: Chain Shirt Armor +1 | Rank: Trained | AC: +3 | Dex Cap: +5 | Chk penalty: -1 | Spd: -0'
Traits: Noisy | TAC: +2 | Dents: | Hardness: 9 | Bulk: 2
Made of interlocking metal rings, a Chain Shirt is worn between layers of clothing or leather
Notes:

WEAPON	Attack	Adj.	Damage	Die	Bonus	Type of dmg	Range
#1 Longbow	+9		1d8			Piercing	100 ft. Reload:0
Rank: Expert	Hands: 1+		Deadly d10, Volley 50				
Quality: Standard							
Ammo: Arrows	40						
#2 Rapier	+8		1d6+1			Piercing	Reload:0
Rank: Trained	Hand: 1		Deadly d8, Disarm, Finesse				
Quality: Standard							
Ammo:							
#3 Dagger	+8		1d4+1			Piercing, Slashing	Reload:0
Rank: Trained	Hand: 1		Agile, Finesse, Thrown 10 ft.				
Quality: Standard							
Ammo:							
#4 None							
#5 None							
#6 None							

Add dents on Weapons??
Add weapon hardness??

SKILLS

Skill name	Total	Ability Score	Ability Mod	Prof. Rank	Prof. Mod	Effect	Adj.
Acrobatics	+7	DEX	+4	{T}	+0	-1	
Arcana	+1	INT	+1	-	-4		
Athlethics	+4	STR	+1	{T}	+0	-1	
Crafting	+1	INT	+1	-	-4		
Deception		CHA		-	-4		
Diplomacy		CHA		-	-4		
Intimidation		CHA		-	-4		
Lore: Forests	+5	INT	+1	{T}	+0		
Lore: Plants	+5	INT	+1	{T}	+0		
Lore: n/a							
Lore: n/a							
Lore: n/a							
Lore: n/a							
Lore: n/a							
Medicine	+5	WIS	+1	{T}	+0		
Nature	+5	WIS	+1	{T}	+0		
Occultism	+1	INT	+1	-	-4		
Perception	+6	WIS	+1	{E}	+1		
Performance		CHA		-	-4		
Religion	+1	WIS	+1	-	-4		
Society	+1	INT	+1	-	-4		
Stealth	+7	DEX	+4	{T}	+0	-1	
Survival	+6	WIS	+1	{E}	+1		
Thievery	+3	DEX	+4	-	-4	-1	

MAGIC ITEMS WORN/CARRIED

Arms:		Neck:	Brooch of Shielding
Chest:		LRing:	
Eyes:		RRing:	
Feet:		Shldr:	
Hands:		Torso:	
Head:		Waist:	

COINS

Platinum:	0	pp
Gold:	0	gp
Silver:	0	sp
Copper:	0	cp

LOCATION

BP	0.4

GEAR Bulk: 0.6 | Pick from: Armor

Qty	Item Name	Loc
	▶SPECIAL STUFF◀	
	BP	
1	Elixir of Life, minor	

Qty	Item Name	Loc
1	Backpack	
	Bedroll	
	Clothing, ordinary	
3	Ration, 1 day	BP
	Rope 50', silk	BP
	Signal whistle	BP
	Waterskin	BP