

Bob Morane

EPIC Character Name

Ranger

17

Level

Primary

Psionic Fist

2

Level

Secondary

Sunbringer

1

Level

Tertiary

LEVEL32

Total

Human

Humanoid (Human)

12

Epic

d8

HD type

HD1

Hit Dice

Total

Adj.

HD type

32

ECL

Adj.

d6

HD type

Medium

Size

Alignment

d4

HD type

5 ft./5 ft.

Face / Reach

Deity

Dungeons & Dragon v3.5

MULTICLASS

Character Sheet

D&D3.5 Multiclass Character Sheet v7.90

REGISTERED to Richard Taillon

lb.

Height

Weight

Age

Gender

Eyes / Hair / Skin

XP

Total

1,260,960

Warning: Increase Level !!

Ability	Modif	Rolled	Adj.
STR Strength	10		10
DEX Dexterity	15	+2	10
CON Constitution	12	+1	10
INT Intelligence	14	+2	10
WIS Wisdom	10		10
CHA Charisma	10		10

HP

Hit Points

32

Adj.

AC

Armor Class

27

=

13

Natural

+

3

Armor

+

5

Shield

+

1

Dexterity

+

Size

+

1

Dodge

+

4

Deflection

+

Other

+

Adj.

TOUCH

Armor Class

16

Adj.

GRAPPLE

Modifier

+24

=

24

Base

+

Strength

+

Size

+

Feat

+

Adj.

Flat-Footed

Armor Class

25

Adj.

INITIATIVE

Modifier

+2

=

2

Dexterity

+

Class

+

Feat

+

Other

+

Adj.

SPD

Speed

20'

=

30'

Land Speed

+

-10'

Gear

+

Other

+

Adj.

SPD

Other

#NAME?

Adj.

LEADERSHIP

Score

Base

Adj.

Armor

Check

-6

Armor Check Penalty

IF(tSel\_Race="", "", S

SR

Spell Resistance

Adj.

DR

Damage Reduction

POWER

Points

3

SPD

Other

#NAME?

Adj.

LEADERSHIP

Score

Base

Adj.

Armor

Check

-6

Armor Check Penalty

FORTITUDE

Constitution

+17

=

10

Base

+

1

Ability

+

6

Epic

+

Other

+

Adj.

REFLEX

Dexterity

+21

=

13

Base

+

2

Ability

+

6

Epic

+

Other

+

Adj.

WILL

Wisdom

+14

=

8

Base

+

6

Epic

+

Other

+

Adj.

Base Attack

Bonus

+18

/

+13

2nd

/

+8

3rd

/

+3

4th

Adj.

MELEE

Attack Bonus

+24

=

18

Base

+

2

Ability

+

6

Epic

+

Adj.

RANGED

Attack Bonus

+26

=

18

Base

+

2

Ability

+

6

Epic

+

Adj.

FULL ATTACK

Ranged

Light Crossbow

Range:

80'

Piercing

Attack Adj:

Damage Adj:

+26

1d8+No

19-20

x2

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO

Notes:

Ammo

FULL ATTACK

Ranged

Ray

Range:

-

Magic

Attack Adj:

Damage Adj:

+26/+21/+16/+11

+No

20

x2

Desc: A Ray is a ranged touch attack

Notes:

Ammo

FULL ATTACK

One-Handed

None

Range:

Attack Adj:

Damage Adj:

Total Attack / Damage

Critical

Notes:

Ammo

FULL ATTACK

One-Handed

None

Range:

Attack Adj:

Damage Adj:

Total Attack / Damage

Critical

Notes:

Ammo

FULL ATTACK

One-Handed

None

Range:

Attack Adj:

Damage Adj:

Total Attack / Damage

Critical

Notes:

Ammo

FULL ATTACK

One-Handed

None

Range:

Attack Adj:

Damage Adj:

Total Attack / Damage

Critical

Notes:

Ammo

SKILLS	Total	Key Ability	Modifier	Ranks	Race / Class	Feat / Spell	Armor	Synergy	Misc
Appraise	2	INT	2						
Balance	-4	DEX	2				-6		
Bluff	0	CHA							
Climb	-6	STR					-6		
Concentration	1	CON	1						
Decipher Script	-	INT	2						
Diplomacy	0	CHA							
Disable Device	-	INT	2						
Disguise	0	CHA							
Escape Artist	-4	DEX	2				-6		
Forgery	2	INT	2						
Gather Information	0	CHA							
Handle Animal	-	CHA							
Heal	0	WIS							
Hide	-4	DEX	2				-6		
Intimidate	0	CHA							
Jump	-12	STR					-6	-6	
Listen	2	WIS				2			
Move Silently	-4	DEX	2				-6		
Open Lock	-	DEX	2						
Ride	2	DEX	2						
Search	2	INT	2						
Sense Motive	0	WIS							
Sleight of Hand	-	DEX	2				-6		
Speak Language	1	INT			1	-	-		
Spellcraft	-	INT	2						
Spot	2	WIS				2			
Survival	0	WIS							
Swim	-12	STR					-12		
Tumble	-	DEX	2				-6		
Use Magic Device	-	CHA							
Use Rope	2	DEX	2						

Character Specific Skills