

CHARACTER NAME

PLAYER

Ranger  
CLASS

RACE

ALIGNMENT

DEITY



## CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
<b>HP</b> HIT POINTS				d10	
<b>AC</b> ARMOR CLASS	= 10 + <input type="text"/> (ARMOR BONUS) + <input type="text"/> (SHIELD BONUS) + <input type="text"/> (DEX MODIFIER) + <input type="text"/> (SIZE MODIFIER) + <input type="text"/> (NATURAL ARMOR) + <input type="text"/> (MISC MODIFIER)				
<b>INITIATIVE</b> MODIFIER	TOTAL = <input type="text"/> (DEX MODIFIER) + <input type="text"/> (MISC MODIFIER)				
<b>BASE ATTACK</b> BONUS	<input type="text"/>				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
ATTACK BONUS						
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
ATTACK BONUS						

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

## AMMUNITION

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
<input checked="" type="checkbox"/> ALCHEMY	INT				
<input type="checkbox"/> ANIMAL EMPATHY	CHA				
<input checked="" type="checkbox"/> APPRAISE ■	INT				
<input checked="" type="checkbox"/> BALANCE ■	DEX*				
<input checked="" type="checkbox"/> BLUFF ■	CHA				
<input type="checkbox"/> CLIMB ■	STR*				
<input type="checkbox"/> CONCENTRATION ■	CON				
<input type="checkbox"/> CRAFT ■ ( )	INT				
<input checked="" type="checkbox"/> DIPLOMACY ■	CHA				
<input checked="" type="checkbox"/> DISABLE DEVICE	INT				
<input checked="" type="checkbox"/> DISGUISE ■	CHA				
<input checked="" type="checkbox"/> ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/> FORGERY ■	INT				
<input checked="" type="checkbox"/> GATHER INFORMATION ■	CHA				
<input type="checkbox"/> HANDLE ANIMAL	CHA				
<input type="checkbox"/> HEAL ■	WIS				
<input type="checkbox"/> HIDE ■	DEX*				
<input checked="" type="checkbox"/> INNUENDO	WIS				
<input checked="" type="checkbox"/> INTIMIDATE ■	CHA				
<input type="checkbox"/> INTUIT DIRECTION	WIS				
<input type="checkbox"/> JUMP ■	STR*				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/> KNOWLEDGE (NATURE)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/> LISTEN ■	WIS				
<input type="checkbox"/> MOVE SILENTLY ■	DEX*				
<input checked="" type="checkbox"/> OPEN LOCK	DEX				
<input checked="" type="checkbox"/> PERFORM ■ ( )					
<input checked="" type="checkbox"/> PICK POCKET	DEX*				
<input type="checkbox"/> PROFESSION ( )	WIS				
<input type="checkbox"/> RIDE ■ ( )	DEX				
<input type="checkbox"/> SCRY ■ [can't buy ranks]	INT			0	
<input type="checkbox"/> SEARCH ■	INT				
<input checked="" type="checkbox"/> SENSE MOTIVE ■	WIS				
<input checked="" type="checkbox"/> SPELLCRAFT	INT				
<input type="checkbox"/> SPOT ■	WIS				
<input type="checkbox"/> SWIM ■	STR**				
<input checked="" type="checkbox"/> TUMBLE	DEX*				
<input type="checkbox"/> USE ROPE ■	DEX				
<input type="checkbox"/> WILDERNESS LORE ■	WIS				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

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## EXPERIENCE POINTS

[illegible]

CP —

SP —

GP —

PP —

### FAVORED ENEMIES

1ST ENEMY

## 2ND ENEMY

3RD ENEMY

#### 4TH ENEMY







5TH ENEMY

SKILL/DMG  
BONUS\*

*\*Applies to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks and weapon damage rolls (including ranged weapon damage against targets within 30 feet).*

## Track

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page.

		
<b>LIGHT LOAD</b>	<b>MEDIUM LOAD</b>	<b>HEAVY LOAD</b>
		
<b>LIFT OVER HEAD</b> EQUALS MAX LOAD	<b>LIFT OFF GROUND</b> $2 \times \text{MAX LOAD}$	<b>PUSH OR DRAG</b> $5 \times \text{MAX LOAD}$

# LANGUAGES

Initial languages = Common + racial languages + Int bonus  
Each additional language (Speak Language) = 2 skill point

1ST: \_\_\_\_\_

2ND: \_\_\_\_\_

3RD: \_\_\_\_\_

4TH: \_\_\_\_\_

## NOTES

SPELL SAVE		WIS MODIFIER	
SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

*Your caster level is one-half your ranger class level.*

## PALADIN SPELLS

### SPELL SAVE

  
WIS  
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your caster level is one-half your paladin class level.

### SPELL SAVE

  
WIS  
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your caster level is one-half your paladin class level.

### 1ST LEVEL

☐ ☐ ☐ Bless  
☐ ☐ ☐ Bless Water  
☐ ☐ ☐ Bless Weapon  
☐ ☐ ☐ Create Water  
☐ ☐ ☐ Cure Light Wounds  
☐ ☐ ☐ Detect Poison  
☐ ☐ ☐ Detect Undead  
☐ ☐ ☐ Divine Favor  
☐ ☐ ☐ Endure Elements  
☐ ☐ ☐ Magic Weapon  
☐ ☐ ☐ Protection from Evil  
☐ ☐ ☐ Read Magic  
☐ ☐ ☐ Resistance  
☐ ☐ ☐ Virtue

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☐ ☐ ☐ Read Magic  
☐ ☐ ☐ Resistance  
☐ ☐ ☐ Virtue

### 2ND LEVEL

☐ ☐ ☐ Delay Poison  
☐ ☐ ☐ Remove Paralysis  
☐ ☐ ☐ Resist Elements  
☐ ☐ ☐ Shield Other  
☐ ☐ ☐ Undetectable Alignment

### 2ND LEVEL

☐ ☐ ☐ Delay Poison  
☐ ☐ ☐ Remove Paralysis  
☐ ☐ ☐ Resist Elements  
☐ ☐ ☐ Shield Other  
☐ ☐ ☐ Undetectable Alignment

### 3RD LEVEL

☐ ☐ ☐ Cure Moderate Wounds  
☐ ☐ ☐ Discern Lies  
☐ ☐ ☐ Dispel Magic  
☐ ☐ ☐ Greater Magic Weapon  
☐ ☐ ☐ Heal Mount  
☐ ☐ ☐ Magic Circle against Evil  
☐ ☐ ☐ Prayer  
☐ ☐ ☐ Remove Blindness/Deafness

### 3RD LEVEL

☐ ☐ ☐ Cure Moderate Wounds  
☐ ☐ ☐ Discern Lies  
☐ ☐ ☐ Dispel Magic  
☐ ☐ ☐ Greater Magic Weapon  
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☐ ☐ ☐ Remove Blindness/Deafness

### 4TH LEVEL

☐ ☐ ☐ Cure Serious Wounds  
☐ ☐ ☐ Death Ward  
☐ ☐ ☐ Dispel Evil  
☐ ☐ ☐ Freedom of Movement  
☐ ☐ ☐ Holy Sword  
☐ ☐ ☐ Neutralize Poison

### 4TH LEVEL

☐ ☐ ☐ Cure Serious Wounds  
☐ ☐ ☐ Death Ward  
☐ ☐ ☐ Dispel Evil  
☐ ☐ ☐ Freedom of Movement  
☐ ☐ ☐ Holy Sword  
☐ ☐ ☐ Neutralize Poison

## RANGER SPELLS

### SPELL SAVE

  
WIS  
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your caster level is one-half your ranger class level.

### SPELL SAVE

  
WIS  
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your caster level is one-half your ranger class level.

### 1ST LEVEL

☐ ☐ ☐ Alarm  
☐ ☐ ☐ Animal Friendship  
☐ ☐ ☐ Delay Poison  
☐ ☐ ☐ Detect Animals or Plants  
☐ ☐ ☐ Detect Snakes and Pits  
☐ ☐ ☐ Entangle  
☐ ☐ ☐ Magic Fang  
☐ ☐ ☐ Pass without Trace  
☐ ☐ ☐ Read Magic  
☐ ☐ ☐ Resist Elements  
☐ ☐ ☐ Speak with Animals  
☐ ☐ ☐ Summon Nature's Ally I

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☐ ☐ ☐ Magic Fang  
☐ ☐ ☐ Pass without Trace  
☐ ☐ ☐ Read Magic  
☐ ☐ ☐ Resist Elements  
☐ ☐ ☐ Speak with Animals  
☐ ☐ ☐ Summon Nature's Ally I

### 2ND LEVEL

☐ ☐ ☐ Animal Messenger  
☐ ☐ ☐ Cure Light Wounds  
☐ ☐ ☐ Detect Chaos  
☐ ☐ ☐ Detect Evil  
☐ ☐ ☐ Detect Good  
☐ ☐ ☐ Detect Law  
☐ ☐ ☐ Hold Animal  
☐ ☐ ☐ Protection from Elements  
☐ ☐ ☐ Sleep  
☐ ☐ ☐ Snare  
☐ ☐ ☐ Speak with Plants  
☐ ☐ ☐ Summon Nature's Ally II

### 2ND LEVEL

☐ ☐ ☐ Animal Messenger  
☐ ☐ ☐ Cure Light Wounds  
☐ ☐ ☐ Detect Chaos  
☐ ☐ ☐ Detect Evil  
☐ ☐ ☐ Detect Good  
☐ ☐ ☐ Detect Law  
☐ ☐ ☐ Hold Animal  
☐ ☐ ☐ Protection from Elements  
☐ ☐ ☐ Sleep  
☐ ☐ ☐ Snare  
☐ ☐ ☐ Speak with Plants  
☐ ☐ ☐ Summon Nature's Ally II

### 3RD LEVEL

☐ ☐ ☐ Control Plants  
☐ ☐ ☐ Diminish Plants  
☐ ☐ ☐ Greater Magic Fang  
☐ ☐ ☐ Neutralize Poison  
☐ ☐ ☐ Plant Growth  
☐ ☐ ☐ Remove Disease  
☐ ☐ ☐ Summon Nature's Ally III  
☐ ☐ ☐ Tree Shape  
☐ ☐ ☐ Water Walk

### 3RD LEVEL

☐ ☐ ☐ Control Plants  
☐ ☐ ☐ Diminish Plants  
☐ ☐ ☐ Greater Magic Fang  
☐ ☐ ☐ Neutralize Poison  
☐ ☐ ☐ Plant Growth  
☐ ☐ ☐ Remove Disease  
☐ ☐ ☐ Summon Nature's Ally III  
☐ ☐ ☐ Tree Shape  
☐ ☐ ☐ Water Walk

### 4TH LEVEL

☐ ☐ ☐ Cure Serious Wounds  
☐ ☐ ☐ Freedom of Movement  
☐ ☐ ☐ Nondetection  
☐ ☐ ☐ Polymorph Self  
☐ ☐ ☐ Summon Nature's Ally IV  
☐ ☐ ☐ Tree Stride  
☐ ☐ ☐ Wind Wall

### 4TH LEVEL

☐ ☐ ☐ Cure Serious Wounds  
☐ ☐ ☐ Freedom of Movement  
☐ ☐ ☐ Nondetection  
☐ ☐ ☐ Polymorph Self  
☐ ☐ ☐ Summon Nature's Ally IV  
☐ ☐ ☐ Tree Stride  
☐ ☐ ☐ Wind Wall