

Dungeons and Dragons

Ranger Character Record Sheet

CHARACTER NAME: _____ PLAYER NAME: _____

RACE _____ SEX _____ LEVEL/TITLE _____ / _____

ALIGN _____

PERMANENT/ADJUSTED

STRENGTH _____ / _____

INTELLIGENCE _____ / _____

WISDOM _____ / _____

DEXTERITY _____ / _____

CONSTITUTION _____ / _____

CHARISMA _____ / _____

COMPANION NAME	

TYPE	
_____	SAVE
_____	DEATH
STR _____ / _____	WAND
INT _____ / _____	STONE
DEX _____ / _____	BREATH
CON _____ / _____	STAFF
HP _____ / _____	RES.
AC _____	_____

BONUSES: DAMAGE _____ DEFENSE _____ CHARISMA _____ TO HIT: MELEE _____ MISSILES _____

ARMOR CLASS _____ HIT POINTS _____

WEAPON/DAMAGE _____ ROLL TO HIT ARMOR CLASS:

_____ / _____ 0 1 2 3 4 5 6 7 8 9

_____ / _____ 0 1 2 3 4 5 6 7 8 9

_____ / _____ 0 1 2 3 4 5 6 7 8 9

_____ / _____ 0 1 2 3 4 5 6 7 8 9

COMPANION _____

_____ / _____ 0 1 2 3 4 5 6 7 8 9

SAVING THROWS Class Bonus: Surprised only on 1 D20 BONUS: _____ RESURRECTION _____ %

D20: POISON/DEATH _____ WAND _____ STONE _____ BREATH _____ STAFF/SPELL _____

SPECIAL SKILLS, ETC _____

EXPERIENCE	Level/Title	XP	HP	Base To Hit by AC of Target										Druid/Mage Spells			Abilities
				0	1	2	3	4	5	6	7	8	9	10	lvl 1	2	
	1 Runner	0	8	19	18	17	16	15	14	13	12	11	10				+1 x Lvl Attack/Defense vs. Giant-Kobold&Animal
	2 Strider	2.5K	+1D6														
	3 Scout	5K	+1D6														
	4 Guide	12K	+1D6	17	16	15	14	13	12	11	10	9	8				Obtain Creature Companion
	5 Pathfinder	25K	+1D6														
	6 Warden	50K	+1D6														
	7 Guardian	100K	+1D6	14	13	12	11	10	9	8	7	6	5				
	8 Rg. Knight	175K	+1D6														1/0
	9 Rg. Lord	275K	+1D6														1/1
	10	550K	+2HP	12	11	10	9	8	7	6	5	4	3				2/1
	11	825K	each														2/2
	12	1.1M	level														2/2 1/0
	13	1.5M		10	9	8	7	6	5	4	3	2	1				2/2 1/1
	14	+250,000															2/2 2/1
	15	per															2/2 2/2
	16	level		7	6	5	4	3	2	1	1	1	1				3/2 2/2
	17																3/2 2/2 1/0
	18																3/3 3/2 2/0
	19																3/3 3/3 3/0
	20																(no further spells)

Character can track with 15% level base, max 90%, +1% per add'l tracked creature. Char can do a 1st-3rd Lvl beneficial Cleric spell on animals (Level/2)+1 times/day.

