

Dungeons and Dragons

RANGER CHARACTER RECORD

CHARACTER NAME: _____ PLAYER NAME: _____

LEVEL/TITLE _____ / _____

ALIGN _____	COMPANION NAME _____
PERMANENT/ADJUSTED _____	TYPE _____
STRENGTH _____ / _____	SAVE _____
INTELLIGENCE _____ / _____	DEATH _____
WISDOM _____ / _____	STR _____ / _____
DEXTERITY _____ / _____	INT _____ / _____
CONSTITUTION _____ / _____	DEX _____ / _____
CHARISMA _____ / _____	CON _____ / _____
	HP _____ / _____
	AC _____
	WAND _____
	STONE _____
	BREATH _____
	STAFF _____
	RES. _____

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	lvl 1	2	3	
	1 Runner	0	D8+8	19	18	17	16	15	14	13	12	11	10				+1 x Lvl Attack/Defense vs. Giant-Kobold&Animal
	2 Strider	2.5K	+1D8														
	3 Scout	5K	+1D8														
	4 Guide	12K	+1D8	17	16	15	14	13	12	11	10	9	8				Obtain Creature Companion
	5 Pathfinder	25K	+1D8														
	6 Warden	50K	+1D8														
	7 Guardian	100K	+1D8	14	13	12	11	10	9	8	7	6	5				
	8 Rg. Knight	175K	+1D8														1/0
	9 Rg. Lord	275K	+1D8														1/1
	10	550K	+2	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	double															2/2 2/1
	15	each															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% x 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.

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RANGER CHARACTER RECORD

CHARACTER NAME: _____

PLAYER NAME: _____

EQUIPMENT WORN/IN HAND:

WEIGHT	ITEM
	TOTAL WEIGHT

BACKPACK:

WEIGHT	ITEM
	TOTAL WEIGHT

Char can keep only those items they can carry.
 All other items must be given away.

ON BELT:

WEIGHT	ITEM
	TOTAL WEIGHT

POUCH:

WEIGHT	ITEM
	TOTAL WEIGHT

MONEY

PLATINUM	
GOLD	
SILVER	
COPPER	
GEMS, ETC.	
TOTAL WGT	(COINS/10)LBS:

TOTAL WEIGHT CARRIED: _____

WEIGHT CARRYABLE (NORMAL) _____

WGT. CARRYABLE (ENCUMBERED) _____