

Vitar

Rgr1		Peshwah		Lawful Neutral		Hadeen	
CLASS		RACE		ALIGNMENT		DEITY	
1	Medium	15	Male	6' 2"	204 lbs.		
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
0	1,000	1,000					
Current XP		XP for Next Level		XP Remaining		In Game XP Gained	



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	CHARACTER STATS																															
STR	12	+1			HP	9	WOUNDS/CURRENT HP			SUBDUAL DAMAGE		DAMAGE REDUCTION		HIT DIE TYPE		SPEED																				
DEX	16	+3			AC	19	16	13	= 10 +	4	+	2	+	3	+	0	+	0	+	0		35			0											
						TOTAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.																
CON	12	+1			INITIATIVE																															
INT	12	+1			+ 3	=	3	+	0	<div>Fortitude Con</div> <div>Reflex Dex</div> <div>Will Wis</div>																										
WIS	14	+2			TOTAL	DEX MOD	MISC MOD																													
CHA	12	+1			BASE ATTACK BONUS																															
					+1																															
					SAVING THROWS																															
					TOTAL																															
					BASE SAVE																															
					ABILITY MODIFIER																															
					MAGIC MODIFIER																															
					MISC MODIFIER																															
					TEMPORARY MODIFIER																															
					CONDITIONAL MODIFIERS																															

	TOTAL		BASE ATTACK BONUS		ABILITY MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
MELEE ATTACK BONUS	+2	=	1	+	1	+	0	+	0	+	
RANGED ATTACK BONUS	+4	=	1	+	3	+	0	+	0	+	
Grapple MODIFIER	+2	=	1	+	1	+	0	+	0	+	

Longsword		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+2	1d8+1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	4 lbs.	Slashing	Medium	

Longbow		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+4	1d8	x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
100 ft.	3 lbs.	Piercing	Medium	
100 - 199 ft.			300 - 399 ft.	400 - 499 ft.
+2		+0	-2	-4

Chain shirt		TYPE	ARMOR BONUS	MAX DEX BONUS
		Light	+4	4
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-2	20%	30 ft.	25 lbs.	

Shield, heavy steel		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
		+2	15 lbs.	-2	15%
SPECIAL PROPERTIES					

SKILLS

		Max Ranks		4/ 2	
SKILL NAME	KEY ABILITY	TOTAL RANKS	ABILITY MOD	MISC MOD	
■ Appraise	Int	1	=	+	1
■ Balance*	Dex	-1	=	+	3
■ Bluff	Cha	1	=	+	1
■ Climb*	Str	-3	=	+	1
■ Concentration	Con	1	=	+	1
■ Control Shape	Wis	2	=	+	2
■ Craft ( )	Int	-1	=	+	1
■ Diplomacy	Cha	1	=	+	1
■ Disguise	Cha	1	=	+	1
■ Escape Artist*	Dex	-1	=	+	3
■ Forgery	Int	1	=	+	1
■ Gather Information	Cha	1	=	+	1
■ Handle Animal	Cha	7	=	4	+
■ Heal	Wis	6	=	4	+
■ Hide*	Dex	3	=	4	+
■ Intimidate	Cha	1	=	+	1
■ Jump*	Str	-3	=	+	1
■ Knowledge (Geography)	Int	5	=	4	+
■ Knowledge (Nature)	Int	5	=	4	+
■ Listen	Wis	2	=	+	2
■ Literacy		0	=	+	0
■ Move Silently*	Dex	-1	=	+	3
■ Perform (Act)	Cha	1	=	+	1
■ Perform (Comedy)	Cha	1	=	+	1
■ Perform (Dance)	Cha	1	=	+	1
■ Perform (Keyboard Instruments)	Cha	1	=	+	1
■ Perform (Oratory)	Cha	1	=	+	1
■ Perform (Percussion)	Cha	1	=	+	1
■ Perform (Sing)	Cha	1	=	+	1
■ Perform (String Instruments)	Cha	1	=	+	1
■ Perform (Weapon Drill)	Cha	1	=	+	1
■ Perform (Wind Instruments)	Cha	1	=	+	1
■ Ride	Dex	5	=	+	3
■ Search	Int	5	=	4	+
■ Sense Motive	Wis	2	=	+	2
■ Spot	Wis	6	=	4	+
■ Survival	Wis	6	=	4	+
■ Swim*	Str	-7	=	+	1
■ Use Rope	Dex	3	=	+	3

Skills marked with ■ can be used untrained.  
\* armor check penalty, if any, applies.  
\*\* Double armor penalty

EQUIPMENT							
ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Arrows (50)	1	2.5 gp	(7.50)	Longbow	1	75 gp	(3.00)
Chain shirt	1	100 gp	(25.00)	Longsword	1	15 gp	(4.00)
Coin: gp (27)	1	27 gp	(0.54)	Shield, heavy steel	1	20 gp	(15.00)
Coin: sp (5)	1	5 sp	(0.10)				
1 - 43 lbs. LIGHT LOAD	44 - 86 lbs. MEDIUM LOAD	87 - 130 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY			
CP -	SP - 5	GP - 27	PP -
Misc -			

LANGUAGES	FEATS	SPECIAL ABILITIES
Peshwahan, Afridhian, Common	Track	Ranger Class Features
	Rapid Shot	Favored Enemy: Aberration (+2)
	Simple Weapon Proficiency	Proficiency: Armor, Light
	Shield Proficiency	Proficiency: Martial Weapons: All
	Armor Proficiency: light	Proficiency: Shields
	Point Blank Shot	Proficiency: Simple Weapons: All
		Track
		Wild Empathy (NaN)