



# COMBAT

Weapon	Long bow	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes	RoF	12
<b>Attack Bonus</b>		2		1	1							Distance (ft.)	Attack Die	
<b>Speed</b>		12										5-60	d20p	
<b>Initiative</b>		2	0	1				1				61-120	d12p	
<b>Defense</b>		-4		3				-3				121-160	d8p	
<b>Damage</b>		2d8p		0								161-210	d4p	
<b>Specialization</b>												Spec costs depend on class		
Attack	+1 x	(6 BP)	+2	(12 BP)	+3	(18 BP)	+4	(24 BP)	+5	(30 BP)		replace x with		
Speed		(6 BP)		(12 BP)		(18 BP)		(24 BP)		(30 BP)		Fighter 5 Thief 7 Cleric 8		
Defense		(6 BP)		(12 BP)		(18 BP)		(24 BP)		(30 BP)		Mage 10		
Damage		(6 BP)		(12 BP)		(18 BP)		(24 BP)		(30 BP)				
Notes	2d8p, RoF 12, M, P, Base Fatigue -1											Min weapon speed: Small 2, Med 3, Large 4		

Weapon	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>	1		1								
<b>Speed</b>	or										base speed size
<b>Initiative</b>	2	0	1				1				reach
<b>Defense</b>	or -4		3				-3				draw
<b>Damage</b>			0								base damage type
<b>Specialization</b>											Spec costs depend on class
Attack	+1	(6 BP)	+2	(12 BP)	+3	(18 BP)	+4	(24 BP)	+5	(30 BP)	replace x with
Speed		(6 BP)		(12 BP)		(18 BP)		(24 BP)		(30 BP)	Fighter 5 Thief 7 Cleric 8
Defense		(6 BP)		(12 BP)		(18 BP)		(24 BP)		(30 BP)	Mage 10
Damage		(6 BP)		(12 BP)		(18 BP)		(24 BP)		(30 BP)	
Notes											Min weapon speed: Small 2, Med 3, Large 4

Gear								
Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
leather boots	feet	0.50	flint & steel	backpack	0.05			
wool trousers	legs	0.25	longbow	l. hand	1.50			
wool tunic	torso	0.50	great arrows x 8	quiver	0.40			
linen undershirt	torso	0.50						
leather belt	belt	0.25						
small belt pouches x 2	backpack	0.50						
leather backpack	back	1.00						
trail rations x 8	backpack	14.29						
wineskin (2 qt.)	l. shoulder	2.00						
wool cloak	cloak	1.50						
hemp rope x 50'	backpack	10.00						
torches x 12	backpack	6.00				coins	48	0.84
padded armor	armor	5.00				Move penalty		Total
spear	back	2.50				1		47.58

### Supplies

Water/Wine				
x				
Rations Trail				
x	x	x		
x	x	x		
x	x			
Rations Standard				
Feed				

### Experience

433
For Next Level
1200
Accumulated Build Points
0

### Treasure

Coins	Qty	Wt.	Other Valuables
Brass	1	0.01	
Copper	8	0.10	
Silver	58	0.73	
Gold			
Platinum			
Gems			

### Miscellaneous Information (Personal notations, Magical Items, Command Words, Spells, etc.)

born in a rural thorpe

Languages	Mastery Level	Literate?	Current Skill Level	Current Skill Mastery	Mastery die rolled to train	Difficulty	Modifier to Skill check roll
Brandobian (native)	63		0	unskilled	d12p	Trivial	-90
			01-25	novice	d12p	Easy	-80
Dwarven	11		26-50	average	d8p	Average	-40
			51-75	advanced	d6p	Difficult	0
Elven	14		76-87	expert	d4p	Very Difficult	+10
			88-100	master	d3p		
Merchant Tongue	13						

Universal Skills	Mastery Level	Universal Skills	Mastery Level	Universal Skills	Mastery Level	Other Skills	Mastery Level
Acting (Lks, Cha)	%	Fire-Building (Wis)	12	Rope Use (Dex)	%	Armor Repair, Basic	15 %
Animal Husbandry (Wis)	%	Glean Info (Int, Wis, Cha)		Salesmanship (Intm, Wis, Cha)	%	Botany	6 %
Animal Mimicry (Wis)	%	Hiding (Int, Dex)		Seduction, Art of (Cha, Lks)	%	Haggling	5 %
Boating (Wis)	%	Interrogation (Wis, Cha)		Sneaking (Dex)	24	Leadership, Basic	6 %
Cartography if literate (Int)	%	Intimidation (Str, Cha)		Survival (Wis, Con)	10	Riding, horse	12 %
Climbing/ Rapelling (Str, Dex)	%	Listening (Wis)		Torture (Int)	%		%
Current Affairs (Wis)	%	Observation (Wis)	13	Tracking (Wis)	31		%
Diplomacy (Cha)	%	Pick Pocket (Dex)			%		%
Disguise (Int, Cha)	%	Reading Lips (Int)			%		%
Distraction (Cha)	%	Recruiting (Cha)			%		%
Escape Artist (Int, Dex)	%	Resist Persuasion (Wis)			%		%

**Last Will and Testament:** I, \_\_\_\_\_ do hereby \_\_\_\_\_

### Racial Preferences

Elves	Dwarves	Halflings	Humans
Tolerate	Tolerate	Like	Prefer

### Alignment

**Neutral Good.** These characters believe in a balance between the needs of society and those of the individual. Individual freedoms are curtailed when necessary to promote the greater good, but the needs of the individual are also important, sometimes even to the detriment of society as a whole.

### Quirks & Flaws

**Superstitious.** Characters who are superstitious feel they can control what happens to them by avoiding certain actions or performing certain rituals. These people put a lot of faith in luck.

Believes haggling or price-shopping is unlucky. If you buy something with a reduced price for any reason, he constantly worries about it breaking or being inferior quality. Eventually discards it in favor of one bought at full price or found.

**Facial Scar.** Something awful happened to this character that left him with a hideous and prominent scar that he cannot conceal. Such a character suffers -1 to his Looks attribute.

### Siblings

1. older brother, natural relationship
2. younger sister, deceased

### Ranged Weapons

#### Long bow.

Ready carried - 1 sec.

Pull arrow - 2 secs.

Knock arrow = 3 secs.

Draw - 2 sec.

Aim - 4 secs.

Fire - 1 sec.

## Level Up

### Ranger Advancement Table

Level	Hit Die (d6)	Attack Bonus	Speed (melee)	Speed (ranged)	Initiative	initiative die	
1	1	0	0	0	0	one better	
2	2	0	0	0	0	one better	combat bonuses
3	3	+1	0	0	0	one better	
4	3 + re-roll	+1	0	-1	-1	one better	combat bonuses
5	4	+2	0	-1	-1	one better	
6	4 + re-roll	+2	0	-1	-1	one better	combat bonuses
7	5	+3	-1	-1	-1	one better	
8	5 + re-roll	+3	-1	-2	-1	two better	combat bonuses
9	6	+4	-1	-2	-1	two better	
10	6 + re-roll	+4	-1	-2	-2	two better	combat bonuses

**Proficiencies.** Can purchase any weapon proficiency at half-cost

**Purchasing Other Skills:** May purchase Appraisal (Armor and Weaponry) and Language: Merchant Tongue for 50% BP

one free roll in tracking every level

can purchase the following skills at 1/2 BP: animal empathy, animal mimicry, botany, climbing, disguise, fire-building, first aid, hiding, listening, observation, rope use, sneaking, survival, swimming and tracking

**Other:** For every 2 levels (rounded down) get +1 to damage vs giant-kin and humanoid foes (kobolds, goblins, orcs, hobgoblins, gnomes, bugbears, ogres, trolls, and giants of all types)

gain spellcasting at 15th level and other benefits at 16th level