

# RANGER

From CRAWL! No. 6

Character's Name \_\_\_\_\_ Player's Name \_\_\_\_\_

Title \_\_\_\_\_ Alignment \_\_\_\_\_ Speed \_\_\_\_\_

Occupation \_\_\_\_\_ XP \_\_\_\_\_ Level \_\_\_\_\_

**Armor Class**

NO ABILITY MODIFIERS

**Hit Points**

CURRENT HP \_\_\_\_\_

MAX HP \_\_\_\_\_

1D10 HP PER LEVEL

SUBDUAL DAMAGE

TEMPORARY HP

**Critical Hits**

AND THEIR EFFECTS

**Combat**

Initiative \_\_\_\_\_

Action Dice \_\_\_\_\_

Attack \_\_\_\_\_

Crit Range \_\_\_\_\_

Crit Die \_\_\_\_\_

Crit Table \_\_\_\_\_

**Strength**

Modifier \_\_\_\_/\_\_\_\_

TEMP. \_\_\_\_\_

**Melee Attack & Damage**

\_\_\_\_\_ | \_\_\_\_\_

**Agility**

Modifier \_\_\_\_/\_\_\_\_

TEMP. \_\_\_\_\_

**Ref Save**

\_\_\_\_\_ | \_\_\_\_\_

**Missile Attack & Damage**

\_\_\_\_\_ | \_\_\_\_\_

**Stamina**

Modifier \_\_\_\_/\_\_\_\_

TEMP. \_\_\_\_\_

**Fort Save**

\_\_\_\_\_ | \_\_\_\_\_

**Portrait or Symbol**

\_\_\_\_\_

**Personality**

Modifier \_\_\_\_/\_\_\_\_

TEMP. \_\_\_\_\_

**Will Save**

\_\_\_\_\_ | \_\_\_\_\_

**Intelligence**

Modifier \_\_\_\_/\_\_\_\_

TEMP. \_\_\_\_\_

**Languages**

\_\_\_\_\_

**Luck**

Modifier \_\_\_\_/\_\_\_\_

TEMP. \_\_\_\_\_

**Lucky Roll**

\_\_\_\_\_

**Weapons**

Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

**Armor**

Armor	AC Bonus	Check Penalty	Speed	Fumble Die
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment	Treasure
_____	Copper _____
_____	Silver _____
_____	Gold _____
_____	Electrum _____
_____	Platinum _____
_____	Gems/Other _____

**Ranger Abilities**

**Ranger Path**

Archery Expert    Two-weapon Expert

**Mighty Deeds of Arms**

As a Warrior, but limited to Ranger Path.

**Wilderness Skills**

Climb, Find and neutralize natural traps, Sneak and hide, Strider, Survival.

**Favored Enemies**

1st level \_\_\_\_\_

3rd level \_\_\_\_\_

6th level \_\_\_\_\_

9th level \_\_\_\_\_

**Notes**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_