Character **GALAN TARA**

Class/Kit **RANGER** Level **8**

Race **ELVEN** Alignment **CG**

Patron Deity/Religion **SOLONOR THELANDIRA**

LIGHT SOURCE:

VISION: **INFRAVISION 60'**

SPECIAL SENSES: **N/A**

Age	???	Sex	MALE
Height	5'2	Weight	103 lbs
Hair	BROWN	Eyes	GREEN
Skin	TAN		

STR	18 78	TO HIT	+2	DAMAGE	+3	WEIGHT ALLOW	160 lbs
		MAX PRESS	305 lbs	OPEN DOORS	13/20	BEND BARS LIFT GATES	25%
DEX	19	REACTION ADJ	+3	MISSILE ADJ	+3	DEFENCE ADJUSTMENT	-4
CON	17	HIT POINT ADJ	+2	SYSTEM SHOCK	97%	RESURRECTION SURVIVAL	98%
		POISION SAVE	0	REGENERATION: N\A			
INT	16	# LANGUAGES # NON-WEAPON	5	SPELL LEVEL	8th	LEARN LEVEL	70%
		MAX # SPELLS LVL	11	ILLUSION IMMUNITY: N/A			
WIS	14	MAGIC DEFE	0	BONUS SPELLS	1st	SPELL FAILURE	0%
		SPELL IMMUNITY: N/A					
CHA	9	MAX HENCH	4	LOYALTY BASE	0	REACTION ADJ	0
		COMELINESS	15	PERCEPTION	15		

HIT POINTS (75)

HIT DICE: (d10) 1st 10 2nd 10 3rd 10 4th 5 5th 9 6th 11 7th 10 8th 10 9th 10th

WOUNDS

ARMOUR CLASS

AC ARMOUR CLASS	BASE	DEX	ARMOUR (F)	SHIELD	MISC 1	MISC 2	TOTAL
	10	6	2				2

WEAPON ATTACK

	TOTAL	STR	MISC 1 (A)	MISC 2	MISC 3	TEMP
MELEE ATTACK BONUS		2	2			
RANGED ATTACK BONUS		3	2	2	2	

SAVING THROWS

	START	+/-	+/-	+/-	TOTAL	MODIFIER		
PARALYZATION POISION/DEATH	10	1	2	0	7	B	K	
ROD STAFF WAND	12	1	2	0	9	B	K	
PETRIFICATION POLYMORPH	11	1	2	0	8	B	K	
BREATH WEAPON	12	1	2	0	9	B	K	
SPELLS	13	1	2	0	10	B	K	
SPELL RESISTANCE	90% Resistance Sleep & Charm Related Spells							

MOVEMENT

D E H

Movement	Rate	Movement	Rate
Base	12	Run (x 5)	60
Jog (x 2)	24	Day	
Run (x 3)	36		
Run (x 4)	48		

Encumbrance Category	Weight Carried	Move Rate	Attack Penalty	AC Penalty
Light (⅔ MV)	161 - 199	9	—	—
Moderate (½ MV)	200 - 238	6	-1	—
Heavy (⅓ MV)	239 - 277	3	-2	+1
Severe (MV=1)	278 - 305	1	-4	+3

Weapon Proficiency	Slots
LONG SWORD	1
SHORT SWORD	1
DAGGER	1

Weapon Proficiency	Slots
MACE	1
LASSO	1
LONG BOW	1

-2 Pen Non-Weapon

WEAPON COMBAT

MED -2 LONG -5

WEAPON	#AT	SIZE	TYPE	SPEED	Hit/Dmg Adj	S/M Damage L	RANGE/SPECIAL
SHROT SWORD	3/2	S	P	3	/	1d6 / 1d6	
LONG SWORD	3/2	M	S	5	/	1d8 / 1d12	
MACE	3/2	M	B	7	/	1d6+1 / 1d6	
DAGGER	4/1	S	P	2	/	1d4+1 / 1d3	S: 10 M: 20 L: 30
LONG BOW	2	L	P	8	/	1d6 / 1d6	S: 70 M: 140 L: 210
LASSO	1	L	-	10	/	N/A / N/A	S: 10 M: 20 L: 30

WEAPON COMBAT

MED -2 LONG -5

WEAPON	#AT	SIZE	TYPE	SPEED	Hit/Dmg Adj	S/M Damage L	RANGE/SPECIAL
					/	/	
					/	/	S: M: L:
					/	/	S: M: L:
					/	/	S: M: L:

AMMUNITION:

LONG BOW ARROWS +1 ☒☒☒☒☒ ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐

LONG BOW ARROWS +2 ☒☒☒☒☒ ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐

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PRIEST SPELLS

Spells per Level:

1st	1	6th	0
2nd	0	7th	0
3rd	0	8th	0
4th	0	9th	0
5th	0	Other	0

SKILL	BASE	SKILL	RACE	DEX	KIT	ARMOR	TOTAL	Non-Natural
MOVE SILENTLY	49	-	5	15			69 %	35%
HIDE IN SHADOWS	62	-	10	15			87 %	44%

MAGIC ITEMS

	MAGIC ITEM	No#	Wt	ABILITY
a	LONG SWORD +2	1	4 lbs	+2 To Hit +2 Damage
b	SHORT SWORD +1	1	4 lbs	Luck Blade +1 To Hit +1 Damage & +1 to ALL Saving Throws
c	MACE +1	1	10 lbs	+1 To Hit +1 Damage
d	LONG BOW +2	1	3 lbs	+2 To Hit +2 Damage
e	LONG BOW ARROWS +2	10	1 lbs	+2 To Hit +2 Damage
f	LEATHER ARMOUR +2	1	15 lbs	Leather -2 AC Magic -2 AC (Total -4 AC)
g	CLOAK ELVENKIND	1	2 lbs	Wearer to be nearly invisible & the cloak has chameleon-like powers
h	BRACES OF ARCHERY	1	2 lbs	Can use ALL bows & + 2 bonus to Hit rolls and a + 1 Damage
i	GAUNTLETS SWIM & CLIMB	1	2 lbs	Swim: Surface 150' - Underwater 180' / Climb 95% chance of success
j	NECKLACE ADAPTATION	1	0 lbs	Wearer ignores gases that affect respiration & breathe underwater or airless space for up to 7 days
k	RING PROTECTION +2	1	0 lbs	Improves Saving Throws versus all forms of attack by 2
	TOTAL WEIGHT		43 lbs	ENCUMBERANCE 00 MOVEMENT RATE 00

MAGICAL ITEM CHARGES

Dagger +2 ★☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CHIME OF OPENING ★☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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PROFICIENCY	SLOT	STAT	MOD	DESCRIPTION
BLIND FIGHTING	2	N/A	N/A	Only -2 to hit if blind or darkness and no AC penalty
DIRECTION SENSE	1	WIS	+1	Determine a direction, takes 1d6 rounds
HUNTING	1	WIS	-1	character can attempt to stalk and bring down game
RIDE LAND-BASED	1	WIS	+3	Vault on, Jump, Spur, Ride Free-Hands, Hide or Leap Off your mount
ROPE USE	1	DEX	0	Familiar with knots & can escape if tied-up/+2 with Lasso /+10% climb
RUNNING	1	CON	-6	Twice normal movement for a day then rest for 8 hours
SPELL CRAFT	1	INT	-2	Familiarity with forms and rites of spell casting
SWIMMING	1	STR	0	Can swim
TRACKING	N/A	WIS	+3	Page 131 Player Handbook

LANGUAGES	COMMON	ELVEN	DWARVEN
HALFLING	GNOME		
TROLL	ORCHISH	GOBLIN	TROLL

EQUIPMENT

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
CLOTHES	WORN	0 lbs	BACKPACK	ON BACK	2 lbs	BED ROLL	HORSE	1 lbs
BELT & POUCH	WAIST	01lbs	ROPE 50' (SILK)	BACKPACK	8 lbs	CLOTHES SPARE	SADDLE BAG	1 lbs
BOOTS VARIED TRACKS	FEET	1 lbs	FLINT & STEEL	BACKPACK	0 lbs	WATER SKIN	SADDLE	1 lbs
GAUNTLETS	HANDS	0 lbs	WET STONE	BACKPACK	0 lbs	FOOD RATIONS	SADDLE	2 lbs
BRACES	FOREARMS	1 lbs	LAMP OIL (X 2)	BACKPACK	2 lbs	LAMP OIL (X 2)	SADDLE BAG	2 lbs
CLOAK	WORN	1 lbs	IRON SPIKES (X 4)	BACKPACK	4 lbs	MESS KIT	HORSE	1 lbs
LEATHER ARMOUR +2	WORN	15 lbs	CANDLES (X 8)	BACKPACK	1 lbs	WASHING KIT	SADDLE BAG	1 lbs
LONG SWORD +2	HIP	4 lbs	SOAP & TOWEL	BACKPACK	1 lbs			0 lbs
SHORT SWORD +1	HIP	3 lbs			0 lbs			0 lbs
MACE +1	HIP	10 lbs	BAG OF HOLDING	BACKPACK	0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
QUIVER	BACK	1 lbs			0 lbs			0 lbs
LONG BOW +2	BACK	0 lbs			0 lbs			0 lbs
ARROWS +1 (X 10)	QUIVER	1 lbs			0 lbs			0 lbs
ARROWS +2 (X 10)	QUIVER	1 lbs	HOLY WATER (X 4)	BACKPACK	1 lbs			0 lbs
TOTAL WEIGHT	000 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	120'	

TREASURE/OTHER POSSESSIONS

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
		0 lbs	GOLD COINS x100	BACKPACK	2 lbs	SILVER COINS x100	SADDLE BAG	1 lbs
						DRUID SPELLS:		
						Animal Friendship		
						Create Water		
						Detect Poison		
						Detect Snares & Pits		
						Entangle		
						Invisibility to Animals		
						Locate Animals or Plants		
						Magical Stone		
						Pass Without Trace		
						Purify Food & Drink		
TOTAL WEIGHT	000 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	120'	

ANIMAL COMPANION

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
HORSE	LIGHT HORSE	7	2 + 2hp	18	2	19	1d4/1d4	Kick Attacks
NOTES MOVEMENT: 240'						HP:18-		

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
CROW	RAVEN	7	1-4 hp	4	1	20	1 hp	CLEAVER (INT 10)
NOTES MOVEMENT: HOP 1' - FLY 360''						HP:4-		