

Character

Dukin Thunderstrike _ NG _ Antan
 Character Name Alignment Player
1 Ranger Abadar Goluskin Mountains
 Character Level and Class Deity Homeland
Dwarf M Male 54 4' 0 199 lb Red Blue
 Race Size Gender Age Height Weight Hair Eyes

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR	18	4		
DEX	14	2		
CON	16	3		
INT	13	1		
WIS	17	3		
CHA	7	-2		

HP	13	DR	
Initiative Modifier		2	2
Total		DEX Modifier	Misc Modifier

Speed	20	20
Base Speed		With Armor
Fly	Maneuverability	Swim
Climb	Burrow	

AC	17	10	5	2	0	0	0	0
Total		Armor Bonus	Shield Bonus	DEX Modifier	Size Modifier	Natural Armor	Deflection Modifier	Misc Modifier

Touch	17	Flat-Footed	15
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Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temp Modifier
Fortitude	5	2	3			
Reflex	4	2	2			
Will	3	0	3			

Base Attack Bonus	1	Spell Resistance	
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CMB	5	1	4	0
Total		Base Attack Bonus	Strength Modifier	Size Modifier

CMD	17	1	4	2	0	10
Total		Base Attack Bonus	Strength Modifier	Dexterity Modifier	Size Modifier	

Armor				Worn
Scale Mail				Y
Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	
5	3	-4	25%	

Weapon				Attack Bonus	Critical
Waraxe, Dwarven				5	x3
Type	Range	Ammunition	Damage		
S	-	-	1d10+4		

Weapon				Attack Bonus	Critical
Hammer, light				5	x2
Type	Range	Ammunition	Damage		
B	-	-	1d4+4		

Weapon				Attack Bonus	Critical
Waraxe, Dwarven (Main hand) / Hammer, light (Off-hand)				1/-3	x3/x2
Type	Range	Ammunition	Damage		
S/B	-	-	1d10+4/1d4+4		

Weapon				Attack Bonus	Critical
Type	Range	Ammunition	Damage		

Skills					
Skill Names	Total Bonus	Ability Mod	Ranks	Misc Mod	
Acrobatics	-1	DEX	2	0	-3
Appraise	1	INT	1	0	0
Bluff	-2	CHA	-2	0	0
* Climb	1	STR	4	0	-3
* Craft	1	INT	1	0	0
* Craft	1	INT	1	0	0
* Craft	1	INT	1	0	0
Diplomacy	-2	CHA	-2	0	0
Disable Device*	-1	DEX	2	0	-3
Disguise	-2	CHA	-2	0	0
Escape Artist	-1	DEX	2	0	-3
Fly	-1	DEX	2	0	-3
* Handle Animal*	2	CHA	-2	1	3
* Heal	12	WIS	3	1	8
* Intimidate	2	CHA	-2	1	3
Knowledge (Arcana)*	1	INT	1	0	0
* Knowledge (Dungeoneering)	5	INT	1	1	3
Knowledge (Engineering)*	1	INT	1	0	0
* Knowledge (Geography)*	5	INT	1	1	3
Knowledge (History)*	1	INT	1	0	0
Knowledge (Local)*	1	INT	1	0	0
* Knowledge (Nature)*	1	INT	1	0	0
Knowledge (Nobility)*	1	INT	1	0	0
Knowledge (Planes)*	1	INT	1	0	0
Knowledge (Religion)*	1	INT	1	0	0
Linguistics*	1	INT	1	0	0
* Perception	7	WIS	3	1	3
Perform	-2	CHA	-2	0	0
Perform	-2	CHA	-2	0	0
* Profession*	7	WIS	3	1	3
* Profession*	3	WIS	3	0	0
* Ride	-1	DEX	2	0	-3
Sense Motive	3	WIS	3	0	0
Sleight of Hand*	-1	DEX	2	0	-3
* Spellcraft*	1	INT	1	0	0
* Stealth	-1	DEX	2	0	-3
* Survival	9	WIS	3	1	5
* Swim	1	STR	4	0	-3
Use Magic Device*	-2	CHA	-2	0	0

Skill Points Used: 8/8

Languages:
Common, Dwarven, Terran

Feats and Spells

Feats		Spellbook		Spells				
Ability	Description	Level	Spell	Description	Level	Spells Per Day	Bonus Spells	Total Spells per Day
Favored Enemy: Dragon					0	0	0	0
Self-Sufficient					1	1	1	1
					2	1	1	1
					3	1	1	1
					4	0	0	0
					5	0	0	0
					6	0	0	0
					7	0	0	0
					8	0	0	0
					9	0	0	0

Prepared Spells	
Level	Spell

Gear				Info	
Item	Weight	Location	Cost	Total Weight (Dukin):	95.0 lbs
Scale Mail	30 lbs	Carried	50 gp	Appearance (AP):	50
Waraxe, Dwarven	8 lbs	Carried	30 gp	Heal kit uses remaining:	10
Hammer, light	2 lbs	Carried	1 gp		
Cold-weather outfit	7 lbs	Carried			
Backpack (empty)	2 lbs	Carried	2 gp		
Bedroll	5 lbs	Backpack	1 sp		
Blanket, Winter	3 lbs	Backpack	5 sp		
Candle x10		Backpack	10 cp		
Flint and steel		Backpack	1 gp		
Flask (empty)	2 lbs	Backpack	3 cp		
Grappling Hook	4 lbs	Backpack	1 gp		
Ink (1 oz. Vial)		Backpack	8 gp		
Lantern, hooded	2 lbs	Backpack	7 gp		
Mug/Tankard, clay	1 lbs	Backpack	2 cp		
Oil (1-pint flask)	1 lbs	Backpack	1 sp		
Pot, iron	4 lbs	Backpack	8 sp		
Pouch, belt (empty)	1 lbs	Backpack	1 gp		
Rations, trail (per day) x5	5 lbs	Backpack	25 sp		
Rope, silk (50 ft.)	5 lbs	Backpack	10 gp		
Shovel or spade	8 lbs	Backpack	2 gp		
Signal whistle		Backpack	8 sp		
Soap (per lb.)	1 lbs	Backpack	5 sp		
Waterskin	4 lbs	Backpack	1 gp		
Healer's kit	1 lbs	Backpack	50 gp		

Loads	
Light Load:	100.0 lbs
Medium Load:	200.0 lbs
Heavy Load:	300.0 lbs
Lift Over Head:	300.0 lbs
Lift Off Ground:	600.0 lbs
Drag or Push:	1,500.0 lbs

Equipment Slots	
-	: Belt
Cold-weather outfit	: Body
Scale Mail	: Chest
-	: Eyes
Scale Mail	: Feet
Waraxe	: Hand
Hammer	: Off-hand
Scale Mail	: Head
-	: Headband
-	: Neck
-	: Ring (left)
-	: Ring (right)
Scale Mail	: Shoulders
Scale Mail	: Wrist

Abilities

Ability	Description
Dwarf Racial Traits	
Ability Scores:	+2 Constitution, +2 Wisdom, -2 Charisma: Dwarves are both tough and wise, but also a bit gruff.
Slow and Steady:	Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
Darkvision:	Dwarves can see in the dark up to 60 feet.
Defence Training:	Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.
Greed:	Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.
Hatred:	Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.
Hardy:	Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
Stability:	Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
Stonecunning:	Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
Weapon Familiarity:	Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.
Languages:	Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Traits

- Armor Expert:** When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.
- Caretaker:** You gain a +1 trait bonus on Heal checks, and Heal is always a class skill for you.

Class Features

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Favored Enemy: At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

Track: A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy: A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style Feat: At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites.

If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Favored Terrain: At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

There are more but at higher levels ...

Journal					Info			
Date	Notes/Events	XP	Income	Expense	Money:	50 gp	5 sp	5 cp
	Initial Funds		220 gp		XP:	0 XP		
	Buy Items			169 gp				
				4 sp				
				5 cp				