

RANGER

From CRAWL! No. 6

Character's Name _____ **Player's Name** _____

Title _____ **Alignment** _____ **Speed** _____

Occupation _____ **XP** _____ **Level** _____

Armor Class

Hit Points
1D10 HP PER LEVEL

Critical Hits
AND THEIR EFFECTS

Combat

Initiative _____

Action Dice _____

Attack _____

Crit Range _____

Crit Die _____

Crit Table _____

Strength	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>		Melee Attack & Damage
Modifier ____/____			
Agility	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>	Ref Save
Modifier ____/____			Missile Attack & Damage
Stamina	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>	Fort Save
Modifier ____/____			Portrait or Symbol
Personality	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>	Will Save
Modifier ____/____			
Intelligence	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>	Languages	
Modifier ____/____			
Luck	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">TEMP.</div>	Lucky Roll	
Modifier ____/____			

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