NAME: Fenryl the Hunter

Clear Form

STATS

	Raw	+ Race	+ Misc	= Value	Bonus	Save Modifier
Charisma (Chr)	10			10	0	+5 + = 5
Constitution (Con)	14			14	1	+5 + = 6
Dexterity (Dex)	16			16	2	+5 + = 7
Intelligence (Int)	11			11	0	+5 + = 5
Speed (Spd)	14		2	16	2	+5 + = 7
Strength (Str)	15			15	1	+5 + = 6
Willpower (Will)	12			12	0	+5 + = 5
Wisdom (Wis)	17		2	19	3	+5 + = 8

LEVEL: 1

EXPERIENCE POINTS: 100

CHARACTER CLASS: Archer

RACE: Human

BACKGROUND: Rural

ARMOR & SHIELD

DEF: 21

AR: 7

INIT (SPD BNS + WIS BNS + ____): 5

Type of Armor		DEF	AR	Pen.	Imp
Base	(15 + Speed Bonus)	17	0		
Armor	Soft Leather	0	4		
Helm	Skullcap		1 / 1		
Bracers	Soft Leather		1 / 4		
Greaves	Soft Leather		1 / 4		
Shield	Small	2			
Special					
Misc.	+1/5 ranks in melee skill	1			
Misc	Combat Training I	1			
Total		21	7	0	0

Height: 5' 10"

Weight: 180 lbs

Eye Color: Brown

Hair Color: Black

Age: 19

Sex: Male

Distinguishing Marks: Arrow tattoo on left cheek with the point up towards his eye

Personality Traits: Rarely speaks

SECONDARY STATS

54 HIT POINTS — TOTAL — CURRENT

0 SPELL POINTS — TOTAL — CURRENT

Base Racial Max. Hit Points	80
Max. Hit Points (Racial Max. + Str + Con)	109
Starting Hit Points (20 + Str + Con + 5)	54
Spell Points (Base ___ + Spellcasting Ranks)	0
Fate Points	3
Movement Rate	10'

WEAPONS

Weapon Name: Composite Bow
10 Attack Bonus 75' Range Increment
8+3=11 Base Damage Notes:

Weapon Name: Short Sword
8 Attack Bonus --- Range Increment
6+2=8 Base Damage Notes:

Weapon Name: Dagger
3 Attack Bonus --- Range Increment
4+2=6 Base Damage Notes:

Weapon Name:
Attack Bonus Range Increment
Base Damage Notes:

Weapon Name:
Attack Bonus Range Increment
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SPELLS

	CTN	SP	Vs.	Range	Duration

LANGUAGES

	S	W
Common	✔	✔
Elvish	✔	
Dwarvish	✔	
Goblinoid	✔	
Orcish	✔	
Sleesh	✔	

TREASURE

Platinum Pieces:

Gold Pieces:

Silver Pieces: 10

Bronze Pieces: 5

Copper Pieces:

Gems/Jewelry:

Other Treasure:

Name: Fenryl the Hunter

Favored	Skills		(Stat)	BG	+ Ranks	+ Stat	+ Spec.	+ Spec.	= Total
☐	Acrobatics		(Spd)			2			2
☑	Athletics		(Con)	2	1	1			4
☑	Combat	(Bows)	(Wis)	1	4	3	2		10
☑		(Light Blades)	(Dex)	1	4	2	1		8
☐		(Short Blades)	(Dex)	1		2			3
☐		( )	( )						0
☐		( )	( )						0
☑	Crafting	(Fletching)	(Dex)	2	1	2			5
☑		(Bowmaking)	(Dex)		2	2			4
☐		( )	( )						0
☑	First Aid		(Wis)		2	3			5
☐	Gimmickry		(Dex)			2			2
☐	Influence		(Chr)			0			0
☑	Lore	(Local Region)	(Int)	2	2	0			4
☐		( )	(Int)			0			0
☐		( )	(Int)			0			0
☐	Magecraft (Base)		( )						0
☐		( )	( )						0
☐		( )	( )						0
☑	Navigation		(Int)	1	1	0			2
☑	Perception		(Wis)	2	2	3			7
☐	Perf. Arts	( )	(Chr)			0			0
☐		( )	(Chr)			0			0
☑	Riding		(Dex)	2	1	2			5
☐	Spellcast.	( )	( )						0
☐		( )	( )						0
☑	Stealth		(Spd)	2	2	2			6
☐	Streetwise		(Wis)			3			3
☑	Survival		(Wis)	2	2	3			7
☑	Tracking		(Wis)	2	2	3			7
☐	Trickery		( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0

Equipment	Location	Weight
Backpack (holds 2 cu. ft; 40 lbs;)	carried	21.5
50' Superior Rope	Backpack	(3)
1 canvas sack	Backpack	(2)
2 weeks of iron rations	Backpack	(4)
1 small steel mirror	Backpack	(0.5)
1 waterskin full of water	Backpack	(0.5)
1 flask of oil	Backpack	(1)
1 small lantern	Backpack	(1)
1 set of Flint & Steel	Backpack	(0.5)
1 Bedroll	Backpack	(5)
1 extra set of clothing	Backpack	(2)
1 set of clothing	worn	
1 pair of soft leather boots	worn	
1 cloak	worn	
1 Equipment Belt	worn	
2 belt pouches	Equipment Belt	
1 Dagger (in sheath)	Equipment Belt	0.75
Composite Bow	carried	3
Quiver/20 Arrows	over shoulder	3
Short Sword & Scabbard	Equipment Belt	2
Soft Leather Armor	worn	
Soft Leather Bracers	worn	
Soft Leather Greaves	worn	
Soft Leather Skullcap	worn	
Camp Cookware	Backpack	(2)
Total Weight		8.75

Notes (racial abilities, combat moves, talents, etc.)

Adaptability (racial) - add 4 pts to stats, no more than 2 per stat

Skill Flexibility (racial) - 3 skills as Favored

Extraordinary Aim (class) - half range increment penalty if not moved in round that bow is fired - full round of prep removes range penalty completely

Combat Training I (class) -- +2 to one Favored Combat Skill, +1 to all other Favored Combat Skills, +1 to DEF, +5 Hit Points, May learn 1 Combat Move for every 3 ranks in a Combat Skill

Armor, Light (class)

Language, Spoken (Dwarvish, Goblinoid, Orcish, Sleesh) - 4 points

Encumbrance Unit == 30 lbs, currently 0 enc. penalty.

Backpack Penalty = -1, adjusted by +1 Str Bonus, total mod = 0