

CAMPAIN _____ / 66,000
 EXPERIENCE POINTS _____

GEAR

ARMOR/PROTECTIVE ITEM			
SPECIAL (See CS III)	TYPE	ARMOR BONUS	MAX DEX BONUS
ACP	SPELL FAILURE	SPEED	WEIGHT

SHIELD/PROTECTIVE ITEM			
ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES			

OTHER POSSESSIONS			
ITEM	Wgt	ITEM	Wgt
All Weapons	14		
Backpack	2		
Bedroll	5		
Winter Blanket (2)	6		
Flint & Steel	0		
Hammer	2		
Belt Pouch	0.5		
Trail Rations (3)	3		
Silk Rope (50ft)	5		
Sack (3)	1.5		
Torch (2)	2	Magic Items Equipped by Slot	
Water Skin (2)	8	Ring Slot (RH)	
Whetstone	1	(none) (0 GP)	
Masterwork Thieves Tools	2	Ring Slot (LH)	
Traveler's Outfit	5	(none) (0 GP)	
Cold Weather Outfit	7	Hand Slot	
Finder's Chalk (5)	0	(none) (0 GP)	0
Finder's Glass	0.5	Arm Slot	
Mithral Grappling Hook	2	(none) (0 GP)	0
Listening Cone	1	Head Slot	
Rubbing Kit (2)	2	(none) (0 GP)	0
Iron Spike (10)	10	Face Slot	
Roll Twine (50 ft)	0	(none) (0 GP)	0
Armor	10	Shoulder Slot	
Other Magical Items	10.75	(none) (0 GP)	0
		Neck Slot	
		(none) (0 GP)	0
		Body Slot	
		(none) (0 GP)	0
		Torso Slot	
		(none) (0 GP)	0
		Waist Slot	
		(none) (0 GP)	0
		Feet Slot	
		(none) (0 GP)	0
		TOTAL WEIGHT CARRIED	100

NOTES	LANGUAGES
	Common _____
	Gnoll _____
	Sylvan _____
	Feline _____
	Halruaan _____

SPECIAL ABILITIES

— RACIAL ABILITIES —
 × Dexterity+4, Charisma+2 × Base land speed of 40 feet. × +1 Natural Armor bonus. × Low-Light Vision × +2 racial bonus on Listen and Move Silently checks. × Favored Class: Ranger — CLASS ABILITIES —
 × Proficient in light armor
 × Proficient with all simple weapons, and with Throwing Axe, Handaxe, Shortbow, Composite Shortbow, Short Sword.
 × Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker. × Trackless Step(Ex): You leave no trail in natural surroundings; and cannot be tracked unless you choose to. × Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage. × Fast Movement(Ex): Your speed increases (limited by armor and encumbrance) × Camouflage(Ex): You can use the Hide skill in any sort of natural terrain; even if the terrain doesn't grant cover or concealment. × Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps. × Skirmish(Ex): For any round in which you move at least 10', you gain 3d6 damage and a +2 competence bonus to AC. × Battle Fortitude(Ex): You gain a +0 competence on Fortitude saves and initiative checks. × Flawless Stride(Ex): You can move through any terrain that slows movement at full speed and without suffering damage or impairment. Magically manipulated areas still hamper you. × Always Ready(Ex): You gain a +1 bonus on initiative checks. × Streetwise(Ex): You gain a +2 competence bonus to Gather Information and Knowledge (local). — FEATS —
 × Blind-Fight(PH 89) : Reroll miss chance for concealment × Combat Expertise(PH 92) : Trade attack bonus for AC (max 5 points). × Improved Feint(PH 95) : Feint in combat as move action. × Dodge(PH 93) : +1 dodge bonus to AC against selected target. × Mobility(PH 98) : +4 dodge bonus to AC against some attacks of opportunity. × Spring Attack(PH 100) : Move before and after melee attack. × Weapon Finesse(PH 102) : Use Dex modifier instead of Str modifier on attack rolls with light melee weapons. × Brachiaton : Swing through trees at normal land speed × Improved Skirmish(CS 78) : Move 20ft to gain +2d6 points of damage and +2 to AC. — TRAITS —
 × Easygoing (UA Pg 87) : Gain +1 on Gather Information checks, -1 on Intimidate. × Relentless (UA Pg 90) : Gain +1 on Constitution checks made to continue tiring effects. If ever you would become fatigued you instead become exhausted.

CARRYING INFO	TURN/REBUKE ATTEMPTS																						
<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">66 LIGHT LOAD</td> <td style="text-align: center;">133 MED LOAD</td> <td style="text-align: center;">200 HEAVY LOAD</td> </tr> <tr> <td style="text-align: center;">200 LIFT OVER HEAD</td> <td style="text-align: center;">400 LIFT OFF GROUND</td> <td style="text-align: center;">1,000 PUSH DRAG</td> </tr> </table>	66 LIGHT LOAD	133 MED LOAD	200 HEAVY LOAD	200 LIFT OVER HEAD	400 LIFT OFF GROUND	1,000 PUSH DRAG	Times/Day <input type="text"/> Used <input type="text"/> Turning/Rebuking Check Modifier <input type="text"/> <table border="1" style="width: 100%;"> <tr> <th>buking Check</th> <th>Most Powerful Undead Affected(Max HD)</th> <th># of HD Turned/Rebuked</th> </tr> <tr> <td>Up to 0</td> <td></td> <td>2d6</td> </tr> <tr> <td>1-3</td> <td></td> <td rowspan="7">If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.</td> </tr> <tr><td>4-6</td></tr> <tr><td>7-9</td></tr> <tr><td>10-12</td></tr> <tr><td>13-15</td></tr> <tr><td>16-18</td></tr> <tr><td>19-21</td></tr> <tr><td>22+</td></tr> </table>	buking Check	Most Powerful Undead Affected(Max HD)	# of HD Turned/Rebuked	Up to 0		2d6	1-3		If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.	4-6	7-9	10-12	13-15	16-18	19-21	22+
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MONEY PP _____ GP 4236 SP 6 CP 6 Art _____ Gems _____ Other (GP) _____																							