

## Personal Information

|                         |                         |                 |         |
|-------------------------|-------------------------|-----------------|---------|
| Name: Vari Sterne       | Player: NPC             |                 |         |
| Race: Human (Aislander) | Gender: Female          | Height: 5'2"    | Age: 17 |
| Class: Ranger           | Level: 1                | Weight: 108 lbs |         |
| XP: 250                 | Alignment: Chaotic Good |                 |         |
| Next Level: 2,250       | Kit: None               |                 |         |

## Ability Scores

|                                 |  |                                   |
|---------------------------------|--|-----------------------------------|
| <b>Str: 13</b>                  | Weight Allowance: 45 lbs                   | Bend Bars/Lift Gates: 4%          |
| Attack Adj.: +0                 | Damage Adj.: +0                            | Max. Press: 140 lbs               |
| <b>Dex: 16</b>                  | Missile Adjustment: +1                     | Pick Pockets: +0%                 |
| Reaction Adjustment: +1         | Armor Class: -2                            | Move Silently: +0%                |
| <b>Con: 16</b>                  | System Shock: 95%                          | Poison Save: +0                   |
| Hit Point Adjustment: +2        |  | Resurrection Chance: 96%          |
| <b>Int: 10</b>                  | Max. Spell Level: 5th                      | Max. Spells Per Level: 7          |
| Bonus Proficiencies: 2          |  | Illusion Immunity: None           |
| <b>Wis: 14</b>                  | Bonus Clerical Spells: 2, 0, 0, 0, 0, 0, 0 | Clerical Spell Failure Chance: 0% |
| Magic Defense Adjustment: +0    |  | Spell Immunity: None              |
| <b>Cha: 12</b>                  | Loyalty Base: +0                           | Maximum Number of Henchmen: 5     |
| Initial Reaction Adjustment: +0 |  |                                   |

## Saving Throws

|                  |            |                 |                   |               |
|------------------|------------|-----------------|-------------------|---------------|
| Paralyzation: 14 | Poison: 14 | Death Magic: 14 | Petrification: 15 | Polymorph: 15 |
| Rod: 16          | Staff: 16  | Wand: 16        | Breath Weapon: 17 | Spell: 17     |

## Combat

|                |    |
|----------------|----|
| Hit Points:    | 12 |
| Base THAC0:    | 20 |
| Melee THAC0:   | 20 |
| Missile THAC0: | 19 |

## Armor

|                        |    |
|------------------------|----|
| Natural armor class    | 10 |
| Full armor, chain mail | -5 |
| DEX Defensive adj.     | -2 |
| FINAL:                 | 3  |

## Weapon Proficiencies

|  |
|--|
| Tight Group - Bows (First Slot)          |
| Tight Group - Bows (Second Slot)         |
| Tight Group - Short Blades (First Slot)  |
| Tight Group - Short Blades (Second Slot) |

## Non-Weapon Proficiencies

|                 |    |
|-----------------|----|
| Alertness (CRE) | 15 |
| Bowyer/Fletcher | 15 |
| Cooking         | 10 |
| Fishing         | 13 |
| Running         | 10 |
| Tracking        | 14 |

## Weapons

| Weapon                | THAC0 |         | Attacks/ Speed |        | Damage |       | Range (-2) (-5) (-10) |      | PB<br>/ | S<br>/ | M / L / EX |
|-----------------------|-------|---------|----------------|--------|--------|-------|-----------------------|------|---------|--------|------------|
|                       | Melee | Missile | Round          | Factor | Sm-Med | Large | Type                  | Size |         |        |            |
| Long bow              |       | 21      | 2              | 8      |        |       | P                     | L    |         |        |            |
| Long bow, sheaf arrow |       |         |                |        | 1d8    | 1d8   | P                     | S    | 10      | 20     | 34         |
| Dagger                | 22    | 21      | 1              | 2      | 1d4    | 1d3   | P                     | S    | 2       | 4      | 6          |
| Sword, short          | 22    |         | 1              | 3      | 1d6    | 1d8   | P                     | S    |         |        |            |

## Racial Abilities

Nonweapon Proficiency Bonus - Humans receive a bonus point for Nonweapon Proficiencies at Level 1.

## Class Abilities

### Ranger

Empathy with animals - May befriend animals.

Followers - Attracts 2d6 followers at 10th level.

Hide in shadows 10% - May hide in natural settings.

Move silently 15% - May move silently through natural settings.

Priest spells - May begin to cast Priest spells at 8th level.

Special enemy - Familiar with one type of creature; granted a +4 to attack rolls and a -4 penalty to reaction rolls when encountering this creature.

Tracking proficiency - Given the tracking proficiency, and will improve by 1 for every three levels.

Two-weapon style - May fight with two weapons with no penalty if wearing studded leather armor or lighter.

Major Spheres of Magic - Animal, Plant

## Inventory

### • Items Carried

#### ◦ Backpack

- Fishhook
- Flint and steel
- Sewing needle
- Torch x3
- Wineskin

#### ◦ Belt pouch, small

#### ◦ Long bow

#### ◦ Quiver

- Long bow, sheaf arrow x20

### • Items Worn

#### ◦ Belt

#### ◦ Boots, soft

#### ◦ Full armor, chain mail

- Knife sheath
  - Dagger
- Scabbard, hanger, baldric
  - Sword, short
- Spending Money
  - \* Copper Pieces x7
  - \* Silver Pieces x5

## Movement and Encumbrance

| Encumbrance:  | Unencumbered | Light | Moderate | Heavy  | Severe  |
|---------------|--------------|-------|----------|--------|---------|
| Weight (lbs): | 0-45         | 46-69 | 70-93    | 94-117 | 118-140 |
| Movement:     | 12           | 8     | 6        | 4      | 1       |
| THAC0:        |              |       | -1       | -2     | -4      |
| AC:           |              |       |          | +1     | +3      |

Currently carrying 57.31 pounds (Light Encumbrance, 8 Movement)

## Character History

Orphaned at a young age when her village was attacked by a gnoll raiding party. She was sent to the Outpost and worked for a time as a cook's assistant there and was quickly adopted by some of the older rangers who taught her a bit of their ways. She only recently has decided to become a full-fledged ranger and leave the kitchen behind.

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