

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

Str: 13	Weight Allowance: 45 lbs		Bend Bars/Lift Gates: 4%
	Attack Adj.: +0	Damage Adj.: +0	Max. Press: 140 lbs
			Open Doors: 7
Dex: 16	Missile Adjustment: +1	Pick Pockets: +0%	Open Locks: +5%
	Reaction Adjustment: +1	Armor Class: -2	Move Silently: +0%
			Climb Walls: +0%
Con: 16	System Shock: 95%		Poison Save: +0
	Hit Point Adjustment: +2		Resurrection Chance: 96%
Int: 10	Max. Spell Level: 5th	Max. Spells Per Level: 7	Illusion Immunity: None
	Bonus Proficiencies: 2		Chance to Learn New Spell: 40%
Wis: 14	Bonus Clerical Spells: 2, 0, 0, 0, 0, 0, 0		Clerical Spell Failure Chance: 0%
	Magic Defense Adjustment: +0		Spell Immunity: None
Cha: 12	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)		
	Melee	Missile	Round	Factor	Sm-Med	Large	Type Size	PB /	S /	M / L / EX
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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