Player:
Character: Kor Nulbor
Campaign:

Race: Orc
Class: Ranger
Gender: Male

Character Sheet for Ambition & Avarice

Attributes		Mod
Strength:	17	+3
Dexterity:	13	+1
Constitution:	15	+2
Intelligence:	9	+0
Wisdom:	11	+0
Charisma:	5	-2

+ modifier vs **DC**

Saving Throws	
Blast:	17+
Death:	15+
Paralysis:	17+
Poison:	13+
Reflex:	15+
Spells:	16+

equal or greater

Dungeon Throws	
Climb:	15+
Force:	17+
Locks:	17+
Notice:	15+
Sneak:	19+
Traps:	16+

equal or greater

In Six Chances
4 in 6 to identify animal track
4 in 6 to analyze animal lair
2 in 6 to interpret evidence
4 in 6 to recognize animal noise

equal or lower

Class Features	
Expertise:	Tracking
Identify:	Nature
Other:	

Proficiences
Axes, bows, clubs
daggers, quarterstaves
spears

To Hit Bonus: +1

Armor Class: 14

Hit Points: 14 / 14

Experience Points	
Current:	0
Next Level:	1,000

Miscellaneous Notes
+1 to-hit & damage (melee)
-2 reaction penalty

Infravision ☐

Hit Die:	d12
Rest Die:	1d10

Languages
Common, Orc

Equipment

CP	SP	EP	GP	PP
	96			

Belt Pouch for coins :

Bow (1d4, 100 foot range)
Dagger (1d4)
Battleaxe (1d8, throw up to 34 feet)
Studded Leather Armor (+2 AC, +2 Sneak)
Light Shield (+1 AC, +1 Sneak)

Backpack : 10 days rations, 10 torches, flint & steel
waterskin (1 gallon), Sledge

Amber (900 sp value) hidden in boot

Known Spells

Spells Per Day	1st	2nd	3rd	4th	5th	6th	7th

Memorized Spells

Encumbrance & Speed

Status	Weight	Exploration	Combat	Sprint
Light	48	240	52	156