

Din Male Dwarf Ftr12Rgr8

NAME

Ftr12 Rgr8

CLASS

20

TCL

188000

EXPERIENCE

210000

NEXT LEVEL

NPC

PLAYERNAME

DEITY

Dwarf

Medium

4'5"

210 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

EYES

HAIR

AGE

GENDER

Lawful Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	22	+6	22	+6
DEX Dexterity	14	+2	14	+2
CON Constitution	21	+5	21	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	10	+0	10	+0

HP hit points	232	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED										
AC armor class	12	:	10	:	12	=	10	+	0	+	0	+	2	+	0	+	0	+	0	Walk 20'							
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE	

INITIATIVE modifier	+2	=	+2	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+20/+15/+10/+5				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		23/11.5	
					RANKS	MISC MODIFIER		
Craft (Blacksmithing)		INT	9	=	1	+ 6.0	+ 2	
Craft (Carpentry)		INT	2	=	1	+ 1.0	+	
Craft (Painting)		INT	4	=	1	+ 3.0	+	
Craft (Sculpting)		INT	11	=	1	+ 10.0	+	
Craft (Weaponsmithing)		INT	12	=	1	+ 9.0	+ 2	
✓	Intimidate	CHA	9	=	0	+ 9.5	+	
✓	Jump	STR	21	=	6	+ 15.0	+	
✓	Profession (Hunter)	WIS	12	=	1	+ 11.0	+	
✓	Ride	DEX	17	=	2	+ 15.0	+	
✓	Survival	WIS	11	=	1	+ 10.0	+	
✓	Swim	STR	17	=	6	+ 11.0	+	
				=	+			
				✓ : can be used untrained. ✗ : exclusive skills				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+19	=	+14	+	+5	+	+0	+	+0	+	
REFLEX (dexterity)	+12	=	+10	+	+2	+	+0	+	+0	+	
WILLPOWER (wisdom)	+9	=	+6	+	+1	+	+0	+	+2	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+26/+21/+16/+11	=	+20/+15/+10/+5	+	+6	+	+0	+	+0	+	
RANGED attack bonus	+22/+17/+12/+7	=	+20/+15/+10/+5	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+26/+21/+16/+11	=	+20/+15/+10/+5	+	+6	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+26/+21/+16/+11	1d3+6	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	173.0	Medium	346.0	Heavy	520.0
Lift over head	520.0	Lift off ground	1040.0	Push / Drag	2600.0

FEATS	
Blind-Fight	See Text
Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Far Shot	See Text
Improved Critical (Longsword)	See Text
Improved Two Weapon Fighting	See Text
Iron Will	See Text
Mobility	See Text
Point Blank Shot	See Text
Precise Shot	See Text
Quick Draw	See Text
Rapid Shot	See Text
Skill Focus (Craft (Painting))	See Text
Spring Attack	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text
Weapon Focus (Longsword)	See Text

SPECIAL ABILITIES

+1 racial bonus on attack rolls against orcs and goblinoids

+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Animal Companion (Ex)

Evasion (Ex)

Improved Combat Style (Ex) - Ranger Two Weapon Fighting

Stability

Stonecunning

Swift Tracker (Ex)

Wild Empathy (Ex)

Woodland Stride (Ex)

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Ugrgosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Orc

Ranger Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	0	2	0	0	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	12	None	1 standard action	16 hours [D]	Close (45 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 16 hours.</i>								
Animal Messenger	12	None; see text	1 standard action	8 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Sends a Tiny animal to a specific place.</i>				<i>Target: One Tiny animal</i>				
Calm Animals	12	Will negates; see text	1 standard action	8 minutes	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms [2d4 + level] HD of animals.</i>				<i>Target: Animals within 30 ft. of each other</i>				
Charm Animal	12	Will negates	1 standard action	8 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	12	Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 8 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	12	None	1 standard action	Concentration, up to 10 minutes [D]	Long (720 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
<i>Effect: Detects poison in one creature or small object.</i>				<i>Target: One creature, one object, or a 5-ft. cube</i>				
Detect Snares and Pits	12	None	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect: Exist comfortably in hot or cold environments.</i>				<i>Target: Creature touched</i>				
Entangle	12	Reflex partial; see text	1 standard action	8 minutes [D]	Long (720 Feet)	V, S, DF	No	Transmutation
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>				<i>Target: Plants in a 40-ft.-radius spread</i>				
Hide from Animals	12	Will negates (harmless)	1 standard action	80 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 8 subjects.</i>				<i>Target: 8 creatures touched</i>				
Jump	12	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	12	None	1 standard action	8 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	12	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>				<i>Target: Living creature touched</i>				
Pass without Trace	12	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 8 subjects leaves no tracks.</i>				<i>Target: 8 creatures touched</i>				
Read Magic	12	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	12	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
Speak with Animals	12	None	1 standard action	8 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	12	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

* =Domain/Speciality Spell