

Gerbo Male Gnome Rgr12

NAME

Rgr12

CLASS

132000

EXPERIENCE

12

78000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	17	+3	17	+3

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+10

=

+8

+

+2

+

+0

+

+0

+

conditional modifiers

+13

=

+8

+

+5

+

+0

+

+0

+

+8

=

+4

+

+4

+

+0

+

+0

+

TOTAL

MELEE
attack bonus

+14/+9/+4

=

+12/+7/+2

+

+1

+

+1

+

+0

+

TOTAL

RANGED
attack bonus

+18/+13/+8

=

+12/+7/+2

+

+5

+

+1

+

+0

+

TOTAL

GRAPPLE
attack bonus

+14/+9/+4

=

+12/+7/+2

+

+1

+

+1

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+14/+9/+4

DAMAGE

1d2+1

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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	32.0	Medium	64.0	Heavy	97.0
Lift over head	97.0	Lift off ground	194.0	Push / Drag	485.0

FEATS

Diligent	See Text
Endurance	See Text
Improved Precise Shot	See Text
Manyshot	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Skill Focus (Knowledge (Geography), Craft (Carpentry))	See Text
Track	See Text
Track	See Text
Weapon Focus (Shortbow (Composite))	See Text

NPC

PLAYERNAME

Gnome

Small

3'5"

45 lbs

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Male

EYES

HAIR

POINTS

AGE

GENDER

HP
hit points

75

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20'

AC
armor class

16

TOTAL

11

FLAT

16

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE
modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+12/+7/+2

SKILLS		MAX RANKS 15/7.5				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Concentration	CON	8	=	2	+ 6.0	+
Craft (Alchemy)	INT	11	=	1	+ 8.0	+ 2
Craft (Carpentry)	INT	7	=	1	+ 6.0	+
Craft (Painting)	INT	7	=	1	+ 6.0	+
✓ Hide	DEX	23	=	5	+ 14.0	+ 4
✓ Jump	STR	15	=	1	+ 14.0	+
Knowledge (Geography)	INT	7	=	1	+ 6.0	+
Knowledge (Nature)	INT	16	=	1	+ 15.0	+
✓ Survival	WIS	10	=	4	+ 4.0	+ 2
✓ Swim	STR	16	=	1	+ 15.0	+
✓ Use Rope	DEX	17	=	5	+ 12.0	+
_____ = _____ + _____ + _____						
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

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

Animal Companion (Ex)

Combat Style Mastery (Ex) - Ranger Archery

Evasion (Ex)

Speak with Animals (burrowing mammal only, duration 1 minute).

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, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Gnome hooked), 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, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Gnome, Goblin

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
* =Domain/Specialty Spell									

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	2	2	0	0	0	0	0	0

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Alarm <i>Effect:</i> Wards an area for 24 hours.	15	None	1 standard action	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
☐☐☐☐☐	Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	15	None; see text	1 standard action	<i>Target:</i> 20-ft.-radius emanation centered on a point in space 12 days	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal 12 minutes	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 12 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Delay Poison <i>Effect:</i> Stops poison from harming subject for 12 hours.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> One animal 12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (880 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (55 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Concentration, up to 120 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 12 minutes [D]	Long (880 Feet)	V, S, DF	No	Transmutation
☐☐☐☐☐	Hide from Animals <i>Effect:</i> Animals can't perceive 12 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 120 minutes [D]	Touch	S, DF	Yes	Abjuration
☐☐☐☐☐	Jump <i>Effect:</i> Animals can't perceive 12 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 12 creatures touched 12 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Longstrider <i>Effect:</i> Subject gets bonus on Jump checks.	15	None	1 standard action	<i>Target:</i> Creature touched 12 hours [D]	Personal	V, S, M	No	Transmutation
☐☐☐☐☐	Magic Fang <i>Effect:</i> Increases your speed.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 12 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Pass without Trace <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Living creature touched 12 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Read Magic <i>Effect:</i> 12 subjects leaves no tracks.	15	None	1 standard action	<i>Target:</i> 12 creatures touched 120 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resist Energy <i>Effect:</i> Read scrolls and spellbooks.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> You 120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Speak with Animals <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	15	None	1 standard action	<i>Target:</i> Creature touched 12 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Summon Nature's Ally I <i>Effect:</i> You can communicate with animals.	15	None	1 round	<i>Target:</i> You 12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Barkskin <i>Effect:</i> Grants +5 enhancement to natural armor.	16	None	1 standard action	<i>Target:</i> Living creature touched 120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 12 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Hold Animal <i>Effect:</i> Paralyzes one animal for 12 rounds.	16	Will negates; see text	1 standard action	<i>Target:</i> One animal 12 rounds [D]; see text	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 12 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Protection from Energy <i>Effect:</i> Subject gains +4 to Wis for 12 minutes.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Snare <i>Effect:</i> Absorb 144 points of damage from one kind of energy.	16	None	3 rounds	<i>Target:</i> Creature touched Until triggered or broken	Touch	V, S, DF	No	Transmutation
☐☐☐☐☐	Speak with Plants <i>Effect:</i> Creates a magic booby trap.	16	None	1 standard action	<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level 12 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Spike Growth <i>Effect:</i> You can talk to normal plants and plant creatures.	16	Reflex partial	1 standard action	<i>Target:</i> You 12 hours [D]	Medium (220 Feet)	V, S, DF	Yes	Transmutation
☐☐☐☐☐	Summon Nature's Ally II <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	16	None	1 round	<i>Target:</i> 12 20-ft. squares 12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
☐☐☐☐☐	Wind Wall <i>Effect:</i> Calls creature to fight.	16	None; see text	1 standard action	<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart 12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Command Plants <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	17	Will negates	1 standard action	<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]	Close (55 Feet)	V	Yes	Transmutation
☐☐☐☐☐	Cure Moderate Wounds <i>Effect:</i> Sway the actions of one or more plant creatures.	17	Will half (harmless); see text	1 standard action	<i>Target:</i> Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
* =Domain/Specialty Spell									

Ranger Spells

					text				
<i>Effect: Cures 2d8+10 damage</i>					<i>Target: Creature touched</i>				
□□□□	Darkvision	17	Will negates (harmless)	1 standard action	12 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect: See 60 ft. in total darkness.</i>					<i>Target: Creature touched</i>				
□□□□	Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect: Reduces size or blights growth of normal plants.</i>					<i>Target: See text</i>				
□□□□	Magic Fang, Greater	17	Will negates (harmless)	1 standard action	12 hours	Close (55 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +4 on attack and damage rolls.</i>					<i>Target: One living creature</i>				
□□□□	Neutralize Poison	17	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect: Immunizes subject against poison, detoxifies venom in or on subject.</i>					<i>Target: Creature or object of up to 12 cu. ft. touched</i>				
□□□□	Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect: Grows vegetation, improves crops.</i>					<i>Target: See text</i>				
□□□□	Reduce Animal	17	None	1 standard action	12 hours [D]	Touch	V, S	No	Transmutation
<i>Effect: Shrinks one willing animal.</i>					<i>Target: One willing animal of Small, Medium, Large, or Huge size</i>				
□□□□	Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect: Cures all diseases affecting subject.</i>					<i>Target: Creature touched</i>				
□□□□	Repel Vermin	17	None or Will negates; see text	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect: Insects, spiders, and other vermin stay 10 ft. away.</i>					<i>Target: 10 ft. radius emanation centered on you</i>				
□□□□	Summon Nature's Ally III	17	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>					<i>Target: One or more creatures, no two of which can be more than 30 ft. apart</i>				
□□□□	Tree Shape	17	None	1 standard action	12 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect: You look exactly like a tree for 12 hours.</i>					<i>Target: You</i>				
□□□□	Water Walk	17	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect: Subject treads on water as if solid.</i>					<i>Target: 12 touched creatures</i>				
* =Domain/Speciality Spell									