

Strybyorn Male Human Rgr13

NAME

Rgr13

CLASS

156000

EXPERIENCE

13

NEXT LEVEL

91000

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'8"

HEIGHT

180 lbs

WEIGHT

0

AGE

Male

GENDER

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

|                     |               |                  |            |               |
|---------------------|---------------|------------------|------------|---------------|
| ABILITY NAME        | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
| STR<br>Strength     | 18            | +4               | 18         | +4            |
| DEX<br>Dexterity    | 21            | +5               | 21         | +5            |
| CON<br>Constitution | 13            | +1               | 13         | +1            |
| INT<br>Intelligence | 15            | +2               | 15         | +2            |
| WIS<br>Wisdom       | 17            | +3               | 17         | +3            |
| CHA<br>Charisma     | 12            | +1               | 12         | +1            |

HP  
hit points

66

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC  
armor class

15

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

+9

TOTAL

+5

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK  
bonus

+13/+8/+3

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

BASE SAVE

 +9 | +8 | +1 | +0 | +0 | TEMP MODIFIER | conditional modifiers || +13 | +8 | +5 | +0 | +0 |  |  |
| +7 | +4 | +3 | +0 | +0 |  |  |

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

+17/+12/+7

+13/+8/+3

+4

+0

+0

+18/+13/+8

+13/+8/+3

+5

+0

+0

+17/+12/+7

+13/+8/+3

+4

+0

+0

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+17/+12/+7

1d3+4

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

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Alertness

See Text

Blind-Fight

See Text

Endurance

See Text

Improved Initiative

See Text

Improved Precise Shot

See Text

Improved Unarmed Strike

See Text

Manyshot

See Text

Point Blank Shot

See Text

Rapid Shot

See Text

Track

See Text

Track

See Text

Weapon Focus (Gauntlet)

See Text

SKILLS

MAX RANKS

16/8

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

20

=

4

+

16.0

+

Craft (Painting)

INT

17

=

2

+

15.0

+

Jump

STR

20

=

4

+

16.0

+

Knowledge (Geography)

INT

18

=

2

+

16.0

+

Knowledge (Nature)

INT

15

=

2

+

13.0

+

Knowledge (Religion)

INT

9

=

2

+

7.0

+

Move Silently

DEX

18

=

5

+

13.0

+

Profession (Hunter)

WIS

14

=

3

+

11.0

+

Swim

STR

20

=

4

+

16.0

+

Use Rope

DEX

20

=

5

+

15.0

+

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES

Animal Companion (Ex)

Camouflage (Ex)

Combat Style Mastery (Ex) - Ranger Archery

Evasion (Ex)

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 (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranscur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspcar, 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, Giant, Gnome












# 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                                    |
|--|----|------------------------------|-------------------|--|-----------------|------------|------------------|---|
|  <b>Alarm</b><br><i>Effect:</i> Wards an area for 26 hours.  | 14 | None                         | 1 standard action | 26 hours [D]   | Close (55 Feet) | V, S, F/DF | No               | Abjuration                                |
|  <b>Animal Messenger</b><br><i>Effect:</i> Sends a Tiny animal to a specific place.                                      | 14 | None; see text               | 1 standard action | 13 days  | Close (55 Feet) | V, S, M    | Yes              | Enchantment (Compulsion) [Mind-Affecting] |
|  <b>Calm Animals</b><br><i>Effect:</i> Calms [2d4 + level] HD of animals.  | 14 | Will negates; see text       | 1 standard action | 13 minutes   | Close (55 Feet) | V, S       | Yes              | Enchantment (Compulsion) [Mind-Affecting] |
|  <b>Charm Animal</b><br><i>Effect:</i> Makes one animal your friend.   | 14 | Will negates                 | 1 standard action | 13 hours   | Close (55 Feet) | V, S       | Yes              | Enchantment (Charm) [Mind-Affecting]      |
|  <b>Delay Poison</b><br><i>Effect:</i> Stops poison from harming subject for 13 hours.                                   | 14 | Fortitude negates (harmless) | 1 standard action | 13 hours   | Touch           | V, S, DF   | Yes (harmless)   | Conjuration (Healing)                     |
|  <b>Detect Animals or Plants</b><br><i>Effect:</i> Detects kinds of animals or plants.                                   | 14 | None                         | 1 standard action | <i>Target:</i> Creature touched<br>Concentration, up to 10 minutes [D]                           | Long (920 Feet) | V, S       | No               | Divination                                |
|  <b>Detect Poison</b><br><i>Effect:</i> Detects poison in one creature or small object.                                  | 14 | None                         | 1 standard action | <i>Target:</i> Cone-shaped emanation<br>Instantaneous  | Close (55 Feet) | V, S       | No               | Divination                                |
|  <b>Detect Snares and Pits</b><br><i>Effect:</i> Reveals natural or primitive traps.                                     | 14 | None                         | 1 standard action | <i>Target:</i> One creature, one object, or a 5-ft. cube<br>Concentration, up to 130 minutes [D] | 60 ft.          | V, S       | No               | Divination                                |
|  <b>Endure Elements</b><br><i>Effect:</i> Exist comfortably in hot or cold environments.                                 | 14 | Will negates (harmless)      | 1 standard action | <i>Target:</i> Cone-shaped emanation<br>24 hours   | Touch           | V, S       | Yes (harmless)   | Abjuration                                |
|  <b>Entangle</b><br><i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.                                     | 14 | Reflex partial; see text     | 1 standard action | <i>Target:</i> Creature touched<br>13 minutes [D]  | Long (920 Feet) | V, S, DF   | No               | Transmutation                             |
|  <b>Hide from Animals</b><br><i>Effect:</i> Animals can't perceive 13 subjects.  | 14 | Will negates (harmless)      | 1 standard action | <i>Target:</i> Plants in a 40-ft.-radius spread<br>130 minutes [D]                               | Touch           | S, DF      | Yes              | Abjuration                                |
|  <b>Jump</b><br><i>Effect:</i> Subject gets bonus on Jump checks.  | 14 | Will negates (harmless)      | 1 standard action | <i>Target:</i> 13 creatures touched<br>13 minutes [D]  | Touch           | V, S, M    | Yes              | Transmutation                             |
|  <b>Longstrider</b><br><i>Effect:</i> Increases your speed.  | 14 | None                         | 1 standard action | <i>Target:</i> Creature touched<br>13 hours [D]  | Personal        | V, S, M    | No               | Transmutation                             |
|  <b>Magic Fang</b><br><i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.          | 14 | Will negates (harmless)      | 1 standard action | <i>Target:</i> You<br>13 minutes   | Touch           | V, S, DF   | Yes (harmless)   | Transmutation                             |
|  <b>Pass without Trace</b><br><i>Effect:</i> 13 subjects leaves no tracks.   | 14 | Will negates (harmless)      | 1 standard action | <i>Target:</i> Living creature touched<br>13 hours [D]   | Touch           | V, S, DF   | Yes (harmless)   | Transmutation                             |
|  <b>Read Magic</b><br><i>Effect:</i> Read scrolls and spellbooks.  | 14 | None                         | 1 standard action | <i>Target:</i> 13 creatures touched<br>130 minutes   | Personal        | V, S, F    | No               | Divination                                |
|  <b>Resist Energy</b><br><i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type. | 14 | Fortitude negates (harmless) | 1 standard action | <i>Target:</i> You<br>130 minutes  | Touch           | V, S, DF   | Yes (harmless)   | Abjuration                                |
|  <b>Speak with Animals</b><br><i>Effect:</i> You can communicate with animals.   | 14 | None                         | 1 standard action | <i>Target:</i> Creature touched<br>13 minutes  | Personal        | V, S       | No               | Divination                                |
|  <b>Summon Nature's Ally I</b><br><i>Effect:</i> Calls creature to fight.  | 14 | None                         | 1 round           | <i>Target:</i> You<br>13 rounds [D]  | Close (55 Feet) | V, S, DF   | No               | Conjuration (Summoning)                   |

## LEVEL 2

| Name  | DC | Saving Throw                   | Time              | Duration   | Range             | Comp.      | Spell Resistance         | School                                    |
|---|----|--------------------------------|-------------------|--|-------------------|------------|--------------------------|---|
|  <b>Barkskin</b><br><i>Effect:</i> Grants +5 enhancement to natural armor.                            | 15 | None                           | 1 standard action | 130 minutes  | Touch             | V, S, DF   | Yes (harmless)           | Transmutation                             |
|  <b>Cat's Grace</b><br><i>Effect:</i> Subject gains +4 to Dex for 13 minutes.                         | 15 | Will negates (harmless)        | 1 standard action | <i>Target:</i> Living creature touched<br>13 minutes   | Touch             | V, S, M    | Yes                      | Transmutation                             |
|  <b>Cure Light Wounds</b><br><i>Effect:</i> Cures 1d8+5 damage  | 15 | Will half (harmless); see text | 1 standard action | <i>Target:</i> Creature touched<br>Instantaneous   | Touch             | V, S       | Yes (harmless); see text | Conjuration (Healing)                     |
|  <b>Hold Animal</b><br><i>Effect:</i> Paralyzes one animal for 13 rounds.                             | 15 | Will negates; see text         | 1 standard action | <i>Target:</i> Creature touched<br>13 rounds [D]; see text   | Medium (230 Feet) | V, S       | Yes                      | Enchantment (Compulsion) [Mind-Affecting] |
|  <b>Owl's Wisdom</b><br><i>Effect:</i> Subject gains +4 to Wis for 13 minutes.                        | 15 | Will negates (harmless)        | 1 standard action | <i>Target:</i> One animal<br>13 minutes  | Touch             | V, S, M/DF | Yes                      | Transmutation                             |
|  <b>Protection from Energy</b><br><i>Effect:</i> Absorb 156 points of damage from one kind of energy. | 15 | Fortitude negates (harmless)   | 1 standard action | <i>Target:</i> Creature touched<br>130 minutes or until discharged   | Touch             | V, S, DF   | Yes (harmless)           | Abjuration                                |
|  <b>Snare</b><br><i>Effect:</i> Creates a magic booby trap.   | 15 | None                           | 3 rounds          | <i>Target:</i> Creature touched<br>Until triggered or broken   | Touch             | V, S, DF   | No                       | Transmutation                             |
|  <b>Speak with Plants</b><br><i>Effect:</i> You can talk to normal plants and plant creatures.        | 15 | None                           | 1 standard action | <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level<br>13 minutes | Personal          | V, S       | No                       | Divination                                |
|  <b>Spike Growth</b><br><i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.              | 15 | Reflex partial                 | 1 standard action | <i>Target:</i> You<br>13 hours [D]   | Medium (230 Feet) | V, S, DF   | Yes                      | Transmutation                             |
|  <b>Summon Nature's Ally II</b><br><i>Effect:</i> Calls creature to fight.                            | 15 | None                           | 1 round           | <i>Target:</i> 13 20-ft. squares<br>13 rounds [D]  | Close (55 Feet)   | V, S, DF   | No                       | Conjuration (Summoning)                   |
|  <b>Wind Wall</b><br><i>Effect:</i> Deflects arrows, smaller creatures, and gases.                    | 15 | None; see text                 | 1 standard action | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart<br>13 rounds                   | Medium (230 Feet) | V, S, M/DF | Yes                      | Evocation [Air]                           |

## LEVEL 3

| Name   | DC | Saving Throw                    | Time              | Duration  | Range           | Comp.      | Spell Resistance         | School                |
|--|----|---------------------------------|-------------------|---|-----------------|------------|--------------------------|-----------------------|
|  <b>Command Plants</b><br><i>Effect:</i> Sway the actions of one or more plant creatures.                                | 16 | Will negates                    | 1 standard action | 13 days   | Close (55 Feet) | V          | Yes                      | Transmutation         |
|  <b>Cure Moderate Wounds</b><br><i>Effect:</i> Cures 2d8+10 damage   | 16 | Will half (harmless); see text  | 1 standard action | <i>Target:</i> Up to 13 HD of plant creatures, no two of which can be more than 30 ft. apart<br>Instantaneous | Touch           | V, S       | Yes (harmless); see text | Conjuration (Healing) |
|  <b>Darkvision</b><br><i>Effect:</i> See 60 ft. in total darkness.   | 16 | Will negates (harmless)         | 1 standard action | <i>Target:</i> Creature touched<br>13 hours   | Touch           | V, S, M    | Yes (harmless)           | Transmutation         |
|  <b>Diminish Plants</b><br><i>Effect:</i> Reduces size or blights growth of normal plants.                               | 16 | None                            | 1 standard action | <i>Target:</i> Creature touched<br>Instantaneous  | See text        | V, S, DF   | No                       | Transmutation         |
|  <b>Magic Fang, Greater</b><br><i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls. | 16 | Will negates (harmless)         | 1 standard action | <i>Target:</i> See text<br>13 hours   | Close (55 Feet) | V, S, DF   | Yes (harmless)           | Transmutation         |
|  <b>Neutralize Poison</b><br><i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.         | 16 | Will negates (harmless, object) | 1 standard action | <i>Target:</i> One living creature<br>130 minutes   | Touch           | V, S, M/DF | Yes (harmless, object)   | Conjuration (Healing) |
|  <b>Plant Growth</b><br><i>Effect:</i> Grows vegetation, improves crops.   | 16 | None                            | 1 standard action | <i>Target:</i> Creature or object of up to 13 cu. ft. touched<br>Instantaneous                                | See text        | V, S, DF   | No                       | Transmutation         |

\* = Domain/Specialty Spell

## Ranger Spells

|   |    |                                |                   |   |                 |          |                |                         |
|---|----|--------------------------------|-------------------|---|-----------------|----------|----------------|-------------------------|
| Reduce Animal   | 16 | None                           | 1 standard action | 13 hours [D]  | Touch           | V, S     | No             | Transmutation           |
| <i>Effect:</i> Shrinks one willing animal.                          |    |                                |                   | <i>Target:</i> One willing animal of Small, Medium, Large, or Huge size             |                 |          |                |                         |
| Remove Disease  | 16 | Fortitude negates (harmless)   | 1 standard action | Instantaneous   | Touch           | V, S     | Yes (harmless) | Conjuration (Healing)   |
| <i>Effect:</i> Cures all diseases affecting subject.                |    |                                |                   | <i>Target:</i> Creature touched   |                 |          |                |                         |
| Repel Vermin  | 16 | None or Will negates; see text | 1 standard action | 130 minutes [D]   | 10 ft.          | V, S, DF | Yes            | Abjuration              |
| <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away. |    |                                |                   | <i>Target:</i> 10 ft. radius emanation centered on you                              |                 |          |                |                         |
| Summon Nature's Ally III  | 16 | None                           | 1 round           | 13 rounds [D]   | Close (55 Feet) | V, S, DF | No             | Conjuration (Summoning) |
| <i>Effect:</i> Calls creature to fight.                             |    |                                |                   | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart |                 |          |                |                         |
| Tree Shape  | 16 | None                           | 1 standard action | 13 hours [D]  | Personal        | V, S, DF | No             | Transmutation           |
| <i>Effect:</i> You look exactly like a tree for 13 hours.           |    |                                |                   | <i>Target:</i> You  |                 |          |                |                         |
| Water Walk  | 16 | Will negates (harmless)        | 1 standard action | 130 minutes [D]   | Touch           | V, S, DF | Yes (harmless) | Transmutation [Water]   |
| <i>Effect:</i> Subject treads on water as if solid.                 |    |                                |                   | <i>Target:</i> 13 touched creatures   |                 |          |                |                         |

\* =Domain/Speciality Spell