

Seebo Male Gnome Rgr12

NAME	
Rgr12	132000
CLASS	EXPERIENCE
12	78000
TCL	NEXT LEVEL

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	18	+4	18	+4
WIS Wisdom	17	+3	17	+3
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	= +8	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+13	= +8	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+7	= +4	+ +3	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9/+4	= +12/+7/+2	+ +1	+ +1	+ +0	+
RANGED attack bonus	+18/+13/+8	= +12/+7/+2	+ +5	+ +1	+ +0	+
GRAPPLE attack bonus	+14/+9/+4	= +12/+7/+2	+ +1	+ +1	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d2+1	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	32.0	Medium	64.0	Heavy	97.0
Lift over head	97.0	Lift off ground	194.0	Push / Drag	485.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Brew Potion	See Text
Endurance	See Text
Improved Precise Shot	See Text
Manyshot	See Text
Quick Draw	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME	DEITY
Gnome	Small
RACE	SIZE
0	Male
AGE	GENDER
	EYES
	HAIR

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
86					Walk 20'
AC	armor class	TOTAL	FLAT	TOUCH	BASE
16		11	16	10	0
		ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
		0	0	5	1
		NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE
		0	0		
		ARMOR CHECK PENALTY	SPELL RESISTANCE		
		0	+0	0	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+5		+5	+0	
BASE ATTACK	bonus	+12/+7/+2		

SKILLS		MAX RANKS	15/7.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
Craft (Leatherworking)	INT	14	= 4 + 10.0 +
Craft (Pottery)	INT	16	= 4 + 12.0 +
Craft (Weaponsmithing)	INT	9	= 4 + 5.0 +
Heal	WIS	17	= 3 + 12.0 + 2
Hide	DEX	24	= 5 + 15.0 + 4
Jump	STR	16	= 1 + 15.0 +
Knowledge (Dungeoneering)	INT	13	= 4 + 9.0 +
Knowledge (Geography)	INT	18	= 4 + 14.0 +
Knowledge (Nature)	INT	20	= 4 + 14.0 + 2
Profession (Hunter)	WIS	17	= 3 + 14.0 +
Profession (Miner)	WIS	18	= 3 + 15.0 +
Survival	WIS	20	= 3 + 15.0 + 2
✓ : can be used untrained. ✕ : 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, Ranscur, 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, Dwarven, Elven, Gnome, Goblin, Orc

Innate Racial Spells

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

* =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: Wards an area for 24 hours.</i>	14	None	1 standard action	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
☐☐☐☐☐	Animal Messenger <i>Effect: Sends a Tiny animal to a specific place.</i>	14	None; see text	1 standard action	12 days	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Calm Animals <i>Effect: Calms [2d4 + level] HD of animals.</i>	14	Will negates; see text	1 standard action	<i>Target: One Tiny animal</i> 12 minutes	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Charm Animal <i>Effect: Makes one animal your friend.</i>	14	Will negates	1 standard action	12 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Delay Poison <i>Effect: Stops poison from harming subject for 12 hours.</i>	14	Fortitude negates (harmless)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Detect Animals or Plants <i>Effect: Detects kinds of animals or plants.</i>	14	None	1 standard action	<i>Target: Creature touched</i> Concentration, up to 10 minutes [D]	Long (880 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Poison <i>Effect: Detects poison in one creature or small object.</i>	14	None	1 standard action	<i>Target: Cone-shaped emanation</i> Instantaneous	Close (55 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Snares and Pits <i>Effect: Reveals natural or primitive traps.</i>	14	None	1 standard action	<i>Target: One creature, one object, or a 5-ft. cube</i> Concentration, up to 120 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	Endure Elements <i>Effect: Exist comfortably in hot or cold environments.</i>	14	Will negates (harmless)	1 standard action	<i>Target: Cone-shaped emanation</i> 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Entangle <i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>	14	Reflex partial; see text	1 standard action	12 minutes [D]	Long (880 Feet)	V, S, DF	No	Transmutation
☐☐☐☐☐	Hide from Animals <i>Effect: Animals can't perceive 12 subjects.</i>	14	Will negates (harmless)	1 standard action	<i>Target: Plants in a 40-ft.-radius spread</i> 120 minutes [D]	Touch	S, DF	Yes	Abjuration
☐☐☐☐☐	Jump <i>Effect: Subject gets bonus on Jump checks.</i>	14	Will negates (harmless)	1 standard action	<i>Target: 12 creatures touched</i> 12 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Longstrider <i>Effect: Increases your speed.</i>	14	None	1 standard action	<i>Target: Creature touched</i> 12 hours [D]	Personal	V, S, M	No	Transmutation
☐☐☐☐☐	Magic Fang <i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>	14	Will negates (harmless)	1 standard action	<i>Target: You</i> 12 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Pass without Trace <i>Effect: 12 subjects leaves no tracks.</i>	14	Will negates (harmless)	1 standard action	<i>Target: Living creature touched</i> 12 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Read Magic <i>Effect: Read scrolls and spellbooks.</i>	14	None	1 standard action	<i>Target: 12 creatures touched</i> 120 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resist Energy <i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>	14	Fortitude negates (harmless)	1 standard action	<i>Target: You</i> 120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Speak with Animals <i>Effect: You can communicate with animals.</i>	14	None	1 standard action	<i>Target: Creature touched</i> 12 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Summon Nature's Ally I <i>Effect: Calls creature to fight.</i>	14	None	1 round	<i>Target: You</i> 12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
					<i>Target: One summoned creature</i>				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Barkskin <i>Effect: Grants +5 enhancement to natural armor.</i>	15	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Cat's Grace <i>Effect: Subject gains +4 to Dex for 12 minutes.</i>	15	Will negates (harmless)	1 standard action	<i>Target: Living creature touched</i> 12 minutes	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Cure Light Wounds <i>Effect: Cures 1d8+5 damage</i>	15	Will half (harmless); see text	1 standard action	<i>Target: Creature touched</i> Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Hold Animal <i>Effect: Paralyzes one animal for 12 rounds.</i>	15	Will negates; see text	1 standard action	<i>Target: Creature touched</i> 12 rounds [D]; see text	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Owl's Wisdom <i>Effect: Subject gains +4 to Wis for 12 minutes.</i>	15	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Protection from Energy <i>Effect: Absorb 144 points of damage from one kind of energy.</i>	15	Fortitude negates (harmless)	1 standard action	<i>Target: Creature touched</i> 120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Snare <i>Effect: Creates a magic booby trap.</i>	15	None	3 rounds	<i>Target: Creature touched</i> Until triggered or broken	Touch	V, S, DF	No	Transmutation
☐☐☐☐☐	Speak with Plants <i>Effect: You can talk to normal plants and plant creatures.</i>	15	None	1 standard action	<i>Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level</i> 12 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Spike Growth <i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>	15	Reflex partial	1 standard action	<i>Target: You</i> 12 hours [D]	Medium (220 Feet)	V, S, DF	Yes	Transmutation
☐☐☐☐☐	Summon Nature's Ally II <i>Effect: Calls creature to fight.</i>	15	None	1 round	<i>Target: 12 20-ft. squares</i> 12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
☐☐☐☐☐	Wind Wall <i>Effect: Deflects arrows, smaller creatures, and gases.</i>	15	None; see text	1 standard action	<i>Target: One or more creatures, no two of which can be more than 30 ft. apart</i> 12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]
					<i>Target: Wall up to 120 ft. long and 60 ft. high [S]</i>				

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Command Plants <i>Effect: Sway the actions of one or more plant creatures.</i>	16	Will negates	1 standard action	12 days	Close (55 Feet)	V	Yes	Transmutation
☐☐☐☐☐	Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	<i>Target: Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart</i> Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)

* =Domain/Specialty Spell

Ranger Spells

					text			
<i>Effect:</i> Cures 2d8+10 damage					<i>Target:</i> Creature touched			
Darkvision	16	Will negates (harmless)	1 standard action	12 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.					<i>Target:</i> Creature touched			
Diminish Plants	16	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text			
Magic Fang, Greater	16	Will negates (harmless)	1 standard action	12 hours	Close (55 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.					<i>Target:</i> One living creature			
Neutralize Poison	16	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 12 cu. ft. touched			
Plant Growth	16	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Grows vegetation, improves crops.					<i>Target:</i> See text			
Reduce Animal	16	None	1 standard action	12 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	120 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	12 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	12 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 12 hours.					<i>Target:</i> You			
Water Walk	16	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> 12 touched creatures			
* =Domain/Speciality Spell								