

Aos Male Elf Rgr14

NAME	
Rgr14	182000
CLASS	EXPERIENCE
14	105000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	23	+6	23	+6
CON Constitution	10	+0	10	+0
INT Intelligence	18	+4	18	+4
WIS Wisdom	15	+2	15	+2
CHA Charisma	14	+2	14	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	= +9	+ +0	+ +0	+ +0	+	
REFLEX (dexterity)	+15	= +9	+ +6	+ +0	+ +0	+	
WILLPOWER (wisdom)	+6	= +4	+ +2	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+16/+11/+6	= +14/+9/+4	+ +2	+ +0	+ +0	+
RANGED attack bonus	+20/+15/+10	= +14/+9/+4	+ +6	+ +0	+ +0	+
GRAPPLE attack bonus	+16/+11/+6	= +14/+9/+4	+ +2	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+2	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Blind-Fight	See Text
Craft Magic Arms and Armor	See Text
Endurance	See Text
Greater Two Weapon Fighting	See Text
Improved Two Weapon Fighting	See Text
Improved Unarmed Strike	See Text
Skill Focus (Craft (Leatherworking))	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text
Widen Spell	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION									
hit points		84																			
AC		16	:	10	:	16	=	10	+	0	+	0	+	6	+	0	+	0	+	0	
armor class		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER	MISS CHANCE

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+6		+6	+0	+0
BASE ATTACK	bonus	+14/+9/+4		

DEITY	
4'10"	90 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		17/8.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	19	= 2	+ 17.0	+
✓ Concentration	CON	13	= 0	+ 13.0	+
Craft (Blacksmithing)	INT	16	= 4	+ 12.0	+
Craft (Carpentry)	INT	17	= 4	+ 13.0	+
Craft (Leatherworking)	INT	20	= 4	+ 16.0	+
✓ Heal	WIS	18	= 2	+ 16.0	+
✓ Jump	STR	19	= 2	+ 17.0	+
Knowledge (Dungeoneering)	INT	20	= 4	+ 16.0	+
Knowledge (Geography)	INT	20	= 4	+ 16.0	+
Knowledge (Nature)	INT	17	= 4	+ 13.0	+
✓ Spot	WIS	21	= 2	+ 17.0	+ 2
Tumble	DEX	10	= 6	+ 2.0	+ 2
			=	+	+

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.  
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Animal Companion (Ex)
Camouflage (Ex)
Combat Style Mastery (Ex) - Ranger Two Weapon Fighting
Evasion (Ex)
Immunity to magic sleep effects.
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, 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, Draconic, Elven, Gnoll, Gnome, 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	3	2	1	0	0	0	0	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	13	None	1 standard action	28 hours [D]	Close (60 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 28 hours.								
Animal Messenger	13	None; see text	1 standard action	14 days	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal				
Calm Animals	13	Will negates; see text	1 standard action	14 minutes	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.				<i>Target:</i> Animals within 30 ft. of each other				
Charm Animal	13	Will negates	1 standard action	14 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal				
Delay Poison	13	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 14 hours.				<i>Target:</i> Creature touched				
Detect Animals or Plants	13	None	1 standard action	Concentration, up to 10 minutes [D]	Long (960 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation				
Detect Poison	13	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
Detect Snares and Pits	13	None	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation				
Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
Entangle	13	Reflex partial; see text	1 standard action	14 minutes [D]	Long (960 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread				
Hide from Animals	13	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 14 subjects.				<i>Target:</i> 14 creatures touched				
Jump	13	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched				
Longstrider	13	None	1 standard action	14 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.				<i>Target:</i> You				
Magic Fang	13	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.				<i>Target:</i> Living creature touched				
Pass without Trace	13	Will negates (harmless)	1 standard action	14 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 14 subjects leaves no tracks.				<i>Target:</i> 14 creatures touched				
Read Magic	13	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
Resist Energy	13	Fortitude negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Speak with Animals	13	None	1 standard action	14 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.				<i>Target:</i> You				
Summon Nature's Ally I	13	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	14	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.				<i>Target:</i> Living creature touched				
Cat's Grace	14	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 14 minutes.				<i>Target:</i> Creature touched				
Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
Hold Animal	14	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 14 rounds.				<i>Target:</i> One animal				
Owl's Wisdom	14	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.				<i>Target:</i> Creature touched				
Protection from Energy	14	Fortitude negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 168 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
Snare	14	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level				
Speak with Plants	14	None	1 standard action	14 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You				
Spike Growth	14	Reflex partial	1 standard action	14 hours [D]	Medium (240 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 14 20-ft. squares				
Summon Nature's Ally II	14	None	1 round	14 rounds [D]	Close (60 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				
Wind Wall	14	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S]				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	15	Will negates	1 standard action	14 days	Close (60 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 14 HD of plant creatures, no two of which can be more than 30 ft. apart				
Cure Moderate Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
Darkvision	15	Will negates (harmless)	1 standard action	14 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched				
Diminish Plants	15	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	15	Will negates (harmless)	1 standard action	14 hours	Close (60 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	15	Will negates (harmless, object)	1 standard action	140 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 14 cu. ft. touched				
Plant Growth	15	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				

\* = Domain/Specialty Spell

## Ranger Spells

Reduce Animal	15	None	1 standard action	14 hours [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Shrinks one willing animal.								
Remove Disease	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.								
Repel Vermin	15	None or Will negates; see text	1 standard action	140 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								
Summon Nature's Ally III	15	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Tree Shape	15	None	1 standard action	14 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 14 hours.								
Water Walk	15	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.								
<i>Target:</i> 14 touched creatures								

\* =Domain/Speciality Spell