

Runold Male Human Rgr11

NAME

Rgr11

CLASS

110000

EXPERIENCE

11

TCL

66000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	19	+4	19	+4
CON Constitution	12	+1	12	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	13	+1	13	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +7	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+11	= +7	+ +4	+ +0	+ +0	+	
WILLPOWER (wisdom)	+4	= +3	+ +1	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+15/+10/+5	= +11/+6/+1	+ +4	+ +0	+ +0	+
RANGED attack bonus	+15/+10/+5	= +11/+6/+1	+ +4	+ +0	+ +0	+
GRAPPLE attack bonus	+15/+10/+5	= +11/+6/+1	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+4	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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Endurance	See Text
Endurance	See Text
Greater Two Weapon Fighting	See Text
Improved Two Weapon Fighting	See Text
Investigator	See Text
Mounted Combat	See Text
Toughness (1x)	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'4"

HEIGHT

168 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
66					Walk 30'
AC	armor class	TOTAL	FLAT	TOUCH	BASE
14		10	14	10	
		ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
		0	0	4	0
		NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE
		0	0		
		ARMOR CHECK PENALTY	SPELL RESISTANCE		
		0	+0	0	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+4		+4	+0	
BASE ATTACK	bonus	+11/+6/+1		

DEITY

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS	14/7		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	16	= 4	+ 12.0	+
Craft (Alchemy)	INT	16	= 3	+ 13.0	+
Craft (Leatherworking)	INT	14	= 3	+ 11.0	+
Craft (Pottery)	INT	13	= 3	+ 10.0	+
Craft (Shipmaking)	INT	14	= 3	+ 11.0	+
Craft (Woodworking)	INT	6	= 3	+ 3.0	+
Handle Animal	CHA	12	= 1	+ 11.0	+
Knowledge (Geography)	INT	17	= 3	+ 14.0	+
Knowledge (Nature)	INT	19	= 3	+ 14.0	2
Ride	DEX	19	= 4	+ 13.0	2
Survival	WIS	15	= 1	+ 14.0	+
Use Rope	DEX	18	= 4	+ 14.0	+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES	
Animal Companion (Ex)	
Combat Style Mastery (Ex) - Ranger Two Weapon Fighting	
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, 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, Ignan, Infernal	












# 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	1	0	0	0	0	0	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Alarm</b> <i>Effect:</i> Wards an area for 22 hours.	12	None	1 standard action	22 hours [D]	Close (50 Feet)	V, S, F/DF	No	Abjuration
 <b>Animal Messenger</b> <i>Effect:</i> Sends a Tiny animal to a specific place.	12	None; see text	1 standard action	11 days	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	12	Will negates; see text	1 standard action	11 minutes	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Charm Animal</b> <i>Effect:</i> Makes one animal your friend.	12	Will negates	1 standard action	11 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 11 hours.	12	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 <b>Detect Animals or Plants</b> <i>Effect:</i> Detects kinds of animals or plants.	12	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (840 Feet)	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (50 Feet)	V, S	No	Divination
 <b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	12	None	1 standard action	Concentration, up to 110 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
 <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
 <b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	12	Reflex partial; see text	1 standard action	11 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (840 Feet)	V, S, DF	No	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 11 subjects.	12	Will negates (harmless)	1 standard action	110 minutes [D] <i>Target:</i> 11 creatures touched	Touch	S, DF	Yes	Abjuration
 <b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	12	Will negates (harmless)	1 standard action	11 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 <b>Longstrider</b> <i>Effect:</i> Increases your speed.	12	None	1 standard action	11 hours [D] <i>Target:</i> You	Personal	V, S, M	No	Transmutation
 <b>Magic Fang</b> <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	12	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Pass without Trace</b> <i>Effect:</i> 11 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	11 hours [D] <i>Target:</i> 11 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	110 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
 <b>Resist Energy</b> <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	12	Fortitude negates (harmless)	1 standard action	110 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	12	None	1 standard action	11 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 <b>Summon Nature's Ally I</b> <i>Effect:</i> Calls creature to fight.	12	None	1 round	11 rounds [D] <i>Target:</i> One summoned creature	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Barkskin</b> <i>Effect:</i> Grants +4 enhancement to natural armor.	13	None	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 11 minutes.	13	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Living creature touched	Touch	V, S, M	Yes	Transmutation
 <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	13	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 11 rounds.	13	Will negates; see text	1 standard action	11 rounds [D]; see text <i>Target:</i> One animal	Medium (210 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 11 minutes.	13	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 <b>Protection from Energy</b> <i>Effect:</i> Absorb 132 points of damage from one kind of energy.	13	Fortitude negates (harmless)	1 standard action	110 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 <b>Snare</b> <i>Effect:</i> Creates a magic booby trap.	13	None	3 rounds	Until triggered or broken <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	Touch	V, S, DF	No	Transmutation
 <b>Speak with Plants</b> <i>Effect:</i> You can talk to normal plants and plant creatures.	13	None	1 standard action	11 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 <b>Spike Growth</b> <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	13	Reflex partial	1 standard action	11 hours [D] <i>Target:</i> 11 20-ft. squares	Medium (210 Feet)	V, S, DF	Yes	Transmutation
 <b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	13	None	1 round	11 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
 <b>Wind Wall</b> <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	13	None; see text	1 standard action	11 rounds <i>Target:</i> Wall up to 110 ft. long and 55 ft. high [S]	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Air]

\* =Domain/Specialty Spell