

Drusinna Female Elf Rgr9

NAME	
Rgr9	72000
CLASS	EXPERIENCE
9	45000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	22	+6	22	+6
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	17	+3	17	+3
CHA Charisma	15	+2	15	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +6	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+12	= +6	+ +6	+ +0	+ +0	+	
WILLPOWER (wisdom)	+6	= +3	+ +3	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+12/+7	= +9/+4	+ +3	+ +0	+ +0	+
RANGED attack bonus	+15/+10	= +9/+4	+ +6	+ +0	+ +0	+
GRAPPLE attack bonus	+12/+7	= +9/+4	+ +3	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+3	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	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Combat Reflexes	See Text
Endurance	See Text
Improved Two Weapon Fighting	See Text
Maximize Spell	See Text
Skill Focus (Profession (Hunter))	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text
Widen Spell	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
51		
AC	armor class	
16		
TOTAL	FLAT	TOUCH

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

DEITY	
5'0"	115 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	

SKILLS		MAX RANKS		12/6
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	13	= 3	+ 10.0 +
✓ Concentration	CON	13	= 2	+ 11.0 +
Craft (Blacksmithing)	INT	14	= 4	+ 10.0 +
Craft (Carpentry)	INT	13	= 4	+ 9.0 +
Craft (Shipmaking)	INT	8	= 4	+ 4.0 +
✓ Hide	DEX	17	= 6	+ 11.0 +
Knowledge (Dungeoneering)	INT	15	= 4	+ 11.0 +
Knowledge (Geography)	INT	15	= 4	+ 11.0 +
✓ Move Silently	DEX	18	= 6	+ 12.0 +
Profession (Hunter)	WIS	11	= 3	+ 8.0 +
Profession (Miner)	WIS	15	= 3	+ 12.0 +
✓ Spot	WIS	16	= 3	+ 11.0 + 2
= _____ + _____ + _____				
✓ : can be used untrained. X : exclusive skills				

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)
Evasion (Ex)
Immunity to magic sleep effects.
Improved Combat Style (Ex) - Ranger Two Weapon Fighting
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, Gnome, Goblin, Sylvan

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
Alarm	14	None	1 standard action	18 hours [D]	Close (45 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 18 hours.</i>								
Animal Messenger	14	None; see text	1 standard action	9 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Sends a Tiny animal to a specific place.</i>				<i>Target: One Tiny animal</i>				
Calm Animals	14	Will negates; see text	1 standard action	9 minutes	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms [2d4 + level] HD of animals.</i>				<i>Target: Animals within 30 ft. of each other</i>				
Charm Animal	14	Will negates	1 standard action	9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	14	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 9 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	14	None	1 standard action	Concentration, up to 10 minutes [D]	Long (760 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
<i>Effect: Detects poison in one creature or small object.</i>				<i>Target: One creature, one object, or a 5-ft. cube</i>				
Detect Snares and Pits	14	None	1 standard action	Concentration, up to 90 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect: Exist comfortably in hot or cold environments.</i>				<i>Target: Creature touched</i>				
Entangle	14	Reflex partial; see text	1 standard action	9 minutes [D]	Long (760 Feet)	V, S, DF	No	Transmutation
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>				<i>Target: Plants in a 40-ft.-radius spread</i>				
Hide from Animals	14	Will negates (harmless)	1 standard action	90 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 9 subjects.</i>				<i>Target: 9 creatures touched</i>				
Jump	14	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	14	None	1 standard action	9 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>				<i>Target: Living creature touched</i>				
Pass without Trace	14	Will negates (harmless)	1 standard action	9 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 9 subjects leaves no tracks.</i>				<i>Target: 9 creatures touched</i>				
Read Magic	14	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	14	Fortitude negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
Speak with Animals	14	None	1 standard action	9 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	14	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	15	None	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: Grants +4 enhancement to natural armor.</i>				<i>Target: Living creature touched</i>				
Cat's Grace	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 9 minutes.</i>				<i>Target: Creature touched</i>				
Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 1d8+5 damage</i>				<i>Target: Creature touched</i>				
Hold Animal	15	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 9 rounds.</i>				<i>Target: One animal</i>				
Owl's Wisdom	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 9 minutes.</i>				<i>Target: Creature touched</i>				
Protection from Energy	15	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 108 points of damage from one kind of energy.</i>				<i>Target: Creature touched</i>				
Snare	15	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect: Creates a magic booby trap.</i>				<i>Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level</i>				
Speak with Plants	15	None	1 standard action	9 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>				<i>Target: You</i>				
Spike Growth	15	Reflex partial	1 standard action	9 hours [D]	Medium (190 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>				<i>Target: 9 20-ft. squares</i>				
Summon Nature's Ally II	15	None	1 round	9 rounds [D]	Close (45 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>				
Wind Wall	15	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>				<i>Target: Wall up to 90 ft. long and 45 ft. high [S]</i>				

* =Domain/Specialty Spell