

Ekaterina Female Human Rgr7

NAME

Rgr7

42000

CLASS

EXPERIENCE

7

28000

TCL

NEXT LEVEL

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

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+3

=

+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+8/+3

=

+7/+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

TOTAL

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

TOTAL

+8/+3

=

+7/+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+8/+3

1d3+1

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Alertness	See Text
Endurance	See Text
Manyshot	See Text
Mounted Combat	See Text
Point Blank Shot	See Text
Quick Draw	See Text
Rapid Shot	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME

Human

Medium

4'7"

95 lbs

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

AGE

Female

EYES

HAIR

POINTS

GENDER

HP

hit points

73

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SKILLS		MAX RANKS				10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Alchemy)	INT	9	=	1	+ 8.0	+
Craft (Bowmaking)	INT	3	=	1	+ 2.0	+
Handle Animal	CHA	11	=	1	+ 10.0	+
Hide	DEX	14	=	4	+ 10.0	+
Knowledge (Geography)	INT	9	=	1	+ 8.0	+
Profession (Hunter)	WIS	9	=	1	+ 8.0	+
Profession (Miner)	WIS	7	=	1	+ 6.0	+
Ride	DEX	15	=	4	+ 9.0	2
Spot	WIS	13	=	1	+ 10.0	2
Survival	WIS	10	=	1	+ 9.0	+
			=		+	+
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES

Animal Companion (Ex)

Evasion (Ex)

Improved Combat Style (Ex) - Ranger Archery

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, Sickie, 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, Halfling

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	0	0	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	12	None	1 standard action	14 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 14 hours.</i>								
Animal Messenger	12	None; see text	1 standard action	7 days	Close (40 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	12	Will negates; see text	1 standard action	7 minutes	Close (40 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	12	Will negates	1 standard action	7 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	12	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 7 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	12	None	1 standard action	Concentration, up to 10 minutes [D]	Long (680 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	12	None	1 standard action	Instantaneous	Close (40 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	12	None	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	12	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	12	Reflex partial; see text	1 standard action	7 minutes [D]	Long (680 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	12	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 7 subjects.</i>				<i>Target: 7 creatures touched</i>				
Jump	12	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	12	None	1 standard action	7 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	12	Will negates (harmless)	1 standard action	7 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	12	Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 7 subjects leaves no tracks.</i>				<i>Target: 7 creatures touched</i>				
Read Magic	12	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	12	Fortitude negates (harmless)	1 standard action	70 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	12	None	1 standard action	7 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	12	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

* =Domain/Speciality Spell