

Amor Male Elf Rgr15

NAME	
Rgr15	210000
CLASS	EXPERIENCE
15	120000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	20	+5	20	+5
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	16	+3	16	+3
CHA Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +9	+ +3	+ +0	+ +0	+	
REFLEX (dexterity)	+14	= +9	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+8	= +5	+ +3	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+17/+12/+7	=	+15/+10/+5	+	+2	+	+0	+	+0	+	
RANGED attack bonus	+20/+15/+10	=	+15/+10/+5	+	+5	+	+0	+	+0	+	
GRAPPLE attack bonus	+17/+12/+7	=	+15/+10/+5	+	+2	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	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
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WEIGHT ALLOWANCE

Light	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS

Diligent	See Text
Dodge	See Text
Empower Spell	See Text
Endurance	See Text
Extend Spell	See Text
Greater Two Weapon Fighting	See Text
Improved Two Weapon Fighting	See Text
Mobility	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	121	WOUNDS/CURRENT HP
AC	armor class	15	: 10 : 15 = 10
TOTAL FLAT TOUCH = BASE			

INITIATIVE	modifier	+5	= +5 + +0
TOTAL DEX MODIFIER MISC MODIFIER			
BASE ATTACK	bonus	+15/+10/+5	

DEITY	
4'10"	95 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	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
CONCENTRATION	CON	20	= 3	+ 17.0	+
Craft (Armorsmithing)	INT	15	= 1	+ 14.0	+
Craft (Blacksmithing)	INT	10	= 1	+ 9.0	+
HIDE	DEX	23	= 5	+ 18.0	+
Knowledge (Geography)	INT	16	= 1	+ 15.0	+
Knowledge (Nature)	INT	20	= 1	+ 17.0	2
Profession (Hunter)	WIS	21	= 3	+ 18.0	+
SURVIVAL	WIS	23	= 3	+ 18.0	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)
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, Ransneur, 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
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LANGUAGES

Common, Elven, Goblin

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	2	1	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	14	None	1 standard action	30 hours [D]	Close (60 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 30 hours.								
Animal Messenger	14	None; see text	1 standard action	15 days	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Sends a Tiny animal to a specific place.								
Calm Animals	14	Will negates; see text	1 standard action	15 minutes	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.								
Charm Animal	14	Will negates	1 standard action	15 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.								
Delay Poison	14	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 15 hours.								
Detect Animals or Plants	14	None	1 standard action	Concentration, up to 10 minutes [D]	Long (1000 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.								
Detect Poison	14	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.								
Detect Snares and Pits	14	None	1 standard action	Concentration, up to 150 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.								
Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.								
Entangle	14	Reflex partial; see text	1 standard action	15 minutes [D]	Long (1000 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.								
Hide from Animals	14	Will negates (harmless)	1 standard action	150 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 15 subjects.								
Jump	14	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.								
Longstrider	14	None	1 standard action	15 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.								
Magic Fang	14	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.								
Pass without Trace	14	Will negates (harmless)	1 standard action	15 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 15 subjects leaves no tracks.								
Read Magic	14	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
Resist Energy	14	Fortitude negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.								
Speak with Animals	14	None	1 standard action	15 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I	14	None	1 round	15 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	15	None	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.								
Cat's Grace	15	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 15 minutes.								
Cure Light Wounds	15	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								
Hold Animal	15	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 15 rounds.								
Owl's Wisdom	15	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 15 minutes.								
Protection from Energy	15	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 180 points of damage from one kind of energy.								
Snare	15	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Creates a magic booby trap.								
Speak with Plants	15	None	1 standard action	15 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can talk to normal plants and plant creatures.								
Spike Growth	15	Reflex partial	1 standard action	15 hours [D]	Medium (250 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.								
Summon Nature's Ally II	15	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Wind Wall	15	None; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
<i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	16	Will negates	1 standard action	15 days	Close (60 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.								
Cure Moderate Wounds	16	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								
Darkvision	16	Will negates (harmless)	1 standard action	15 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.								
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.								
Magic Fang, Greater	16	Will negates (harmless)	1 standard action	15 hours	Close (60 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.								
Neutralize Poison	16	Will negates (harmless, object)	1 standard action	150 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.								
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								

* = Domain/Specialty Spell

Ranger Spells

Reduce Animal	16	None	1 standard action	15 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	150 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	15 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				
Tree Shape	16	None	1 standard action	15 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 15 hours.				<i>Target:</i> You				
Water Walk	16	Will negates (harmless)	1 standard action	150 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 15 touched creatures				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	17	Fortitude negates	1 standard action	15 minutes	Medium (250 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> One animal/two levels doubles in size.				<i>Target:</i> Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Commune with Nature	17	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
<i>Effect:</i> Learn about terrain for 15 miles.				<i>Target:</i> You				
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
Freedom of Movement	17	Will negates (harmless)	1 standard action	150 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
Nondetection	17	Will negates (harmless, object)	1 standard action	15 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
<i>Effect:</i> Hides subject from divination, scrying.				<i>Target:</i> Creature or object touched				
Summon Nature's Ally IV	17	None	1 round	15 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				
Tree Stride	17	None	1 standard action	15 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
<i>Effect:</i> Step from one tree to another far away.				<i>Target:</i> You				

* =Domain/Speciality Spell