

Seebo Male Gnome Rgr8

NAME

Rgr8

CLASS

56000

EXPERIENCE

8

NEXT LEVEL

36000

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	14	+2	14	+2
WIS Wisdom	16	+3	16	+3
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+6

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+11

=

+6

+

+5

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+5

=

+2

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+12/+7	=	+8/+3	+	+3	+	+1	+	+0	+	
RANGED attack bonus	+14/+9	=	+8/+3	+	+5	+	+1	+	+0	+	
GRAPPLE attack bonus	+12/+7	=	+8/+3	+	+3	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d2+3	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	57.0	Medium	114.0	Heavy	172.0
Lift over head	172.0	Lift off ground	344.0	Push / Drag	860.0

FEATS

Endurance	See Text
Improved Counterspell	See Text
Improved Initiative	See Text
Improved Two Weapon Fighting	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'2"

HEIGHT

42 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
59					Walk 20'
AC	armor class	TOTAL	FLAT	TOUCH	BASE
16		11	16	10	0
		ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
		0	0	5	1
		NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE
		0	0		
		ARMOR CHECK PENALTY	SPELL RESISTANCE		
		0	0		

INITIATIVE

modifier

TOTAL

+9

=

+5

+

+4

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

Neutral Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	14	=	3	+ 11.0 +
Craft (Alchemy)	INT	15	=	2	+ 11.0 + 2
Craft (Armorsmithing)	INT	8	=	2	+ 6.0 +
Craft (Bowmaking)	INT	7	=	2	+ 5.0 +
Craft (Carpentry)	INT	8	=	2	+ 6.0 +
Handle Animal	CHA	10	=	1	+ 9.0 +
Heal	WIS	14	=	3	+ 11.0 +
Knowledge (Dungeoneering)	INT	10	=	2	+ 8.0 +
Knowledge (Geography)	INT	12	=	2	+ 10.0 +
Profession (Hunter)	WIS	14	=	3	+ 11.0 +
			=		+ +

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Animal Companion (Ex)

Evasion (Ex)

Improved Combat Style (Ex) - Ranger Two Weapon Fighting

Speak with Animals (burrowing mammal only, duration 1 minute).

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 (Gnome hooked), 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, Dwarven, Gnome, Goblin

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect: You can communicate with animals.</i>	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect: Creates torches or other lights.</i>	10	None	1 standard action	<i>Target: You</i> (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect: Figment sounds.</i>	11	Will disbelief (if interacted with)	1 standard action	<i>Target: Up to four lights, all within a 10-ft-radius area</i> (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect: Performs minor tricks.</i>	10	See text	1 standard action	<i>Target: Illusory sounds</i> (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
					<i>Target: See text</i>				

* =Domain/Speciality Spell

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 <i>Effect: Wards an area for 16 hours.</i>	14	None	1 standard action	16 hours [D]	Close (45 Feet)	V, S, F/DF	No	Abjuration
☐☐☐☐☐	Animal Messenger <i>Effect: Sends a Tiny animal to a specific place.</i>	14	None; see text	1 standard action	<i>Target: 20-ft.-radius emanation centered on a point in space</i> 8 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Calm Animals <i>Effect: Calms [2d4 + level] HD of animals.</i>	14	Will negates; see text	1 standard action	<i>Target: One Tiny animal</i> 8 minutes	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Charm Animal <i>Effect: Makes one animal your friend.</i>	14	Will negates	1 standard action	<i>Target: Animals within 30 ft. of each other</i> 8 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Delay Poison <i>Effect: Stops poison from harming subject for 8 hours.</i>	14	Fortitude negates (harmless)	1 standard action	<i>Target: One animal</i> 8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Detect Animals or Plants <i>Effect: Detects kinds of animals or plants.</i>	14	None	1 standard action	<i>Target: Creature touched</i> Concentration, up to 10 minutes [D]	Long (720 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Poison <i>Effect: Detects poison in one creature or small object.</i>	14	None	1 standard action	<i>Target: Cone-shaped emanation</i> Instantaneous	Close (45 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Snares and Pits <i>Effect: Reveals natural or primitive traps.</i>	14	None	1 standard action	<i>Target: One creature, one object, or a 5-ft. cube</i> Concentration, up to 80 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	Endure Elements <i>Effect: Exist comfortably in hot or cold environments.</i>	14	Will negates (harmless)	1 standard action	<i>Target: Cone-shaped emanation</i> 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Entangle <i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>	14	Reflex partial; see text	1 standard action	<i>Target: Creature touched</i> 8 minutes [D]	Long (720 Feet)	V, S, DF	No	Transmutation
☐☐☐☐☐	Hide from Animals <i>Effect: Animals can't perceive 8 subjects.</i>	14	Will negates (harmless)	1 standard action	<i>Target: Plants in a 40-ft.-radius spread</i> 80 minutes [D]	Touch	S, DF	Yes	Abjuration
☐☐☐☐☐	Jump <i>Effect: Subject gets bonus on Jump checks.</i>	14	Will negates (harmless)	1 standard action	<i>Target: 8 creatures touched</i> 8 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Longstrider <i>Effect: Increases your speed.</i>	14	None	1 standard action	<i>Target: Creature touched</i> 8 hours [D]	Personal	V, S, M	No	Transmutation
☐☐☐☐☐	Magic Fang <i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>	14	Will negates (harmless)	1 standard action	<i>Target: You</i> 8 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Pass without Trace <i>Effect: 8 subjects leaves no tracks.</i>	14	Will negates (harmless)	1 standard action	<i>Target: Living creature touched</i> 8 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Read Magic <i>Effect: Read scrolls and spellbooks.</i>	14	None	1 standard action	<i>Target: 8 creatures touched</i> 80 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resist Energy <i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>	14	Fortitude negates (harmless)	1 standard action	<i>Target: You</i> 80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Speak with Animals <i>Effect: You can communicate with animals.</i>	14	None	1 standard action	<i>Target: Creature touched</i> 8 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Summon Nature's Ally I <i>Effect: Calls creature to fight.</i>	14	None	1 round	<i>Target: You</i> 8 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
					<i>Target: One summoned creature</i>				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Barkskin <i>Effect: Grants +3 enhancement to natural armor.</i>	15	None	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Cat's Grace <i>Effect: Subject gains +4 to Dex for 8 minutes.</i>	15	Will negates (harmless)	1 standard action	<i>Target: Living creature touched</i> 8 minutes	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Cure Light Wounds <i>Effect: Cures 1d8+5 damage</i>	15	Will half (harmless); see text	1 standard action	<i>Target: Creature touched</i> Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Hold Animal <i>Effect: Paralyzes one animal for 8 rounds.</i>	15	Will negates; see text	1 standard action	<i>Target: Creature touched</i> 8 rounds [D]; see text	Medium (180 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Owl's Wisdom <i>Effect: Subject gains +4 to Wis for 8 minutes.</i>	15	Will negates (harmless)	1 standard action	<i>Target: One animal</i> 8 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Protection from Energy <i>Effect: Absorb 96 points of damage from one kind of energy.</i>	15	Fortitude negates (harmless)	1 standard action	<i>Target: Creature touched</i> 80 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Snare <i>Effect: Creates a magic booby trap.</i>	15	None	3 rounds	<i>Target: Creature touched</i> Until triggered or broken	Touch	V, S, DF	No	Transmutation
☐☐☐☐☐	Speak with Plants <i>Effect: You can talk to normal plants and plant creatures.</i>	15	None	1 standard action	<i>Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level</i> 8 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Spike Growth <i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>	15	Reflex partial	1 standard action	<i>Target: You</i> 8 hours [D]	Medium (180 Feet)	V, S, DF	Yes	Transmutation
☐☐☐☐☐	Summon Nature's Ally II <i>Effect: Calls creature to fight.</i>	15	None	1 round	<i>Target: 8 20-ft. squares</i> 8 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
☐☐☐☐☐	Wind Wall <i>Effect: Deflects arrows, smaller creatures, and gases.</i>	15	None; see text	1 standard action	<i>Target: One or more creatures, no two of which can be more than 30 ft. apart</i> 8 rounds	Medium (180 Feet)	V, S, M/DF	Yes	Evocation [Air]
					<i>Target: Wall up to 80 ft. long and 40 ft. high [S]</i>				

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