

Radija Female Human Rgr13

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|-------|------------|
| NAME | |
| Rgr13 | 156000 |
| CLASS | EXPERIENCE |
| 13 | 91000 |
| TCL | NEXT LEVEL |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|---------------|------------------|------------|---------------|
| STR Strength | 16 | +3 | 16 | +3 |
| DEX Dexterity | 21 | +5 | 21 | +5 |
| CON Constitution | 13 | +1 | 13 | +1 |
| INT Intelligence | 18 | +4 | 18 | +4 |
| WIS Wisdom | 15 | +2 | 15 | +2 |
| CHA Charisma | 12 | +1 | 12 | +1 |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|-----------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE (constitution) | +11 | = +8 | + +1 | + +0 | + +2 | | |
| REFLEX (dexterity) | +13 | = +8 | + +5 | + +0 | + +0 | | |
| WILLPOWER (wisdom) | +6 | = +4 | + +2 | + +0 | + +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|-------------------------|------------|-------------------|---------------|---------------|---------------|---------------|
| MELEE attack bonus | +16/+11/+6 | = +13/+8/+3 | + +3 | + +0 | + +0 | |
| RANGED attack bonus | +18/+13/+8 | = +13/+8/+3 | + +5 | + +0 | + +0 | |
| GRAPPLE attack bonus | +16/+11/+6 | = +13/+8/+3 | + +3 | + +0 | + +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +16/+11/+6 | 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 | 76.0 | Medium | 153.0 | Heavy | 230.0 |
| Lift over head | 230.0 | Lift off ground | 460.0 | Push / Drag | 1150.0 |

FEATS

| | |
|------------------------------|----------|
| Endurance | See Text |
| Greater Two Weapon Fighting | See Text |
| Great Fortitude | See Text |
| Improved Initiative | See Text |
| Improved Two Weapon Fighting | See Text |
| Point Blank Shot | See Text |
| Precise Shot | See Text |
| Track | See Text |
| Track | See Text |
| Two Weapon Fighting | See Text |
| Weapon Finesse | See Text |
| Weapon Focus (Greatsword) | See Text |

NPC

| | |
|------------|--------|
| PLAYERNAME | |
| Human | Medium |
| RACE | SIZE |
| 0 | Female |
| AGE | GENDER |

| HP | hit points | WOUNDS/CURRENT HP |
|-------|-------------|-------------------|
| 68 | | |
| AC | armor class | |
| 15 | | |
| TOTAL | FLAT | TOUCH |
| | | |

| INITIATIVE | modifier | | | |
|------------|----------|--------------|---------------|--|
| +9 | | = +5 | + +4 | |
| TOTAL | | DEX MODIFIER | MISC MODIFIER | |

| BASE ATTACK | bonus | +13/+8/+3 |
|-------------|-------|-----------|
|-------------|-------|-----------|

| | |
|--------|---------|
| DEITY | |
| 5'6" | 137 lbs |
| HEIGHT | WEIGHT |
| | |
| EYES | HAIR |

| SUBDUAL DAMAGE | DAMAGE REDUCTION | |
|----------------|------------------------|---------------|
| | | |
| ARMOR BONUS | SHIELD BONUS | STAT MODIFIER |
| 0 | 0 | 5 |
| SIZE MODIFIER | NATURAL ARMOR MODIFIER | MISC MODIFIER |
| 0 | 0 | 0 |
| MISS CHANCE | | |

| | | |
|----------------------|---------------------|------------------|
| ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |
| 0 | +0 | 0 |

| SKILLS | | | | | MAX RANKS | 16/8 |
|------------|-------------|----------------|------------------|-------|---------------|------|
| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER | |

| | | | | | |
|---------------------------|-----|----|-----|--------|---|
| ✓ Climb | STR | 18 | = 3 | + 15.0 | + |
| ✓ Concentration | CON | 15 | = 1 | + 14.0 | + |
| Craft (Armorsmithing) | INT | 18 | = 4 | + 14.0 | + |
| Craft (Carpentry) | INT | 17 | = 4 | + 13.0 | + |
| Craft (Painting) | INT | 12 | = 4 | + 8.0 | + |
| Craft (Stonemasonry) | INT | 16 | = 4 | + 12.0 | + |
| Handle Animal | CHA | 16 | = 1 | + 15.0 | + |
| ✓ Hide | DEX | 21 | = 5 | + 16.0 | + |
| Knowledge (Dungeoneering) | INT | 20 | = 4 | + 16.0 | + |
| Knowledge (Geography) | INT | 20 | = 4 | + 16.0 | + |
| Knowledge (Nature) | INT | 20 | = 4 | + 16.0 | + |
| Open Lock | DEX | 9 | = 5 | + 4.0 | + |
| ✓ Ride | DEX | 23 | = 5 | + 16.0 | 2 |
| | | | = | + | + |

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

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|--------------------------------------------------------|
| Animal Companion (Ex) |
| Camouflage (Ex) |
| Combat Style Mastery (Ex) - Ranger Two Weapon Fighting |
| Evasion (Ex) |
| Swift Tracker (Ex) |
| Wild Empathy (Ex) |
| Woodland Stride (Ex) |

PROFICIENCIES

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| 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 |
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LANGUAGES

| |
|---------------------------------------|
| Common, Dwarven, Giant, Goblin, Ignan |
|---------------------------------------|

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 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|-----------------------------------------------------------------------------------------------|----|------------------------------|-------------------|----------------------------------------------------------|-----------------|------------|------------------|-------------------------------------------|
| Alarm | 13 | None | 1 standard action | 26 hours [D] | Close (55 Feet) | V, S, F/DF | No | Abjuration |
| <i>Effect:</i> Wards an area for 26 hours. | | | | | | | | |
| Animal Messenger | 13 | None; see text | 1 standard action | 13 days | Close (55 Feet) | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| <i>Effect:</i> Sends a Tiny animal to a specific place. | | | | <i>Target:</i> One Tiny animal | | | | |
| Calm Animals | 13 | Will negates; see text | 1 standard action | 13 minutes | Close (55 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| <i>Effect:</i> Calms [2d4 + level] HD of animals. | | | | <i>Target:</i> Animals within 30 ft. of each other | | | | |
| Charm Animal | 13 | Will negates | 1 standard action | 13 hours | Close (55 Feet) | V, S | Yes | Enchantment (Charm) [Mind-Affecting] |
| <i>Effect:</i> Makes one animal your friend. | | | | <i>Target:</i> One animal | | | | |
| Delay Poison | 13 | Fortitude negates (harmless) | 1 standard action | 13 hours | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) |
| <i>Effect:</i> Stops poison from harming subject for 13 hours. | | | | <i>Target:</i> Creature touched | | | | |
| Detect Animals or Plants | 13 | None | 1 standard action | Concentration, up to 10 minutes [D] | Long (920 Feet) | V, S | No | Divination |
| <i>Effect:</i> Detects kinds of animals or plants. | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| Detect Poison | 13 | None | 1 standard action | Instantaneous | Close (55 Feet) | V, S | No | Divination |
| <i>Effect:</i> Detects poison in one creature or small object. | | | | <i>Target:</i> One creature, one object, or a 5-ft. cube | | | | |
| Detect Snares and Pits | 13 | None | 1 standard action | Concentration, up to 130 minutes [D] | 60 ft. | V, S | No | Divination |
| <i>Effect:</i> Reveals natural or primitive traps. | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| Endure Elements | 13 | Will negates (harmless) | 1 standard action | 24 hours | Touch | V, S | Yes (harmless) | Abjuration |
| <i>Effect:</i> Exist comfortably in hot or cold environments. | | | | <i>Target:</i> Creature touched | | | | |
| Entangle | 13 | Reflex partial; see text | 1 standard action | 13 minutes [D] | Long (920 Feet) | V, S, DF | No | Transmutation |
| <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle. | | | | <i>Target:</i> Plants in a 40-ft.-radius spread | | | | |
| Hide from Animals | 13 | Will negates (harmless) | 1 standard action | 130 minutes [D] | Touch | S, DF | Yes | Abjuration |
| <i>Effect:</i> Animals can't perceive 13 subjects. | | | | <i>Target:</i> 13 creatures touched | | | | |
| Jump | 13 | Will negates (harmless) | 1 standard action | 13 minutes [D] | Touch | V, S, M | Yes | Transmutation |
| <i>Effect:</i> Subject gets bonus on Jump checks. | | | | <i>Target:</i> Creature touched | | | | |
| Longstrider | 13 | None | 1 standard action | 13 hours [D] | Personal | V, S, M | No | Transmutation |
| <i>Effect:</i> Increases your speed. | | | | <i>Target:</i> You | | | | |
| Magic Fang | 13 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, DF | Yes (harmless) | Transmutation |
| <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls. | | | | <i>Target:</i> Living creature touched | | | | |
| Pass without Trace | 13 | Will negates (harmless) | 1 standard action | 13 hours [D] | Touch | V, S, DF | Yes (harmless) | Transmutation |
| <i>Effect:</i> 13 subjects leaves no tracks. | | | | <i>Target:</i> 13 creatures touched | | | | |
| Read Magic | 13 | None | 1 standard action | 130 minutes | Personal | V, S, F | No | Divination |
| <i>Effect:</i> Read scrolls and spellbooks. | | | | <i>Target:</i> You | | | | |
| Resist Energy | 13 | Fortitude negates (harmless) | 1 standard action | 130 minutes | Touch | V, S, DF | Yes (harmless) | Abjuration |
| <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type. | | | | <i>Target:</i> Creature touched | | | | |
| Speak with Animals | 13 | None | 1 standard action | 13 minutes | Personal | V, S | No | Divination |
| <i>Effect:</i> You can communicate with animals. | | | | <i>Target:</i> You | | | | |
| Summon Nature's Ally I | 13 | None | 1 round | 13 rounds [D] | Close (55 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 | 14 | None | 1 standard action | 130 minutes | Touch | V, S, DF | Yes (harmless) | Transmutation |
| <i>Effect:</i> Grants +5 enhancement to natural armor. | | | | <i>Target:</i> Living creature touched | | | | |
| Cat's Grace | 14 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, M | Yes | Transmutation |
| <i>Effect:</i> Subject gains +4 to Dex for 13 minutes. | | | | <i>Target:</i> Creature touched | | | | |
| Cure Light Wounds | 14 | 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 | | | | <i>Target:</i> Creature touched | | | | |
| Hold Animal | 14 | Will negates; see text | 1 standard action | 13 rounds [D]; see text | Medium (230 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| <i>Effect:</i> Paralyzes one animal for 13 rounds. | | | | <i>Target:</i> One animal | | | | |
| Owl's Wisdom | 14 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| <i>Effect:</i> Subject gains +4 to Wis for 13 minutes. | | | | <i>Target:</i> Creature touched | | | | |
| Protection from Energy | 14 | Fortitude negates (harmless) | 1 standard action | 130 minutes or until discharged | Touch | V, S, DF | Yes (harmless) | Abjuration |
| <i>Effect:</i> Absorb 156 points of damage from one kind of energy. | | | | <i>Target:</i> Creature touched | | | | |
| Snare | 14 | None | 3 rounds | Until triggered or broken | Touch | V, S, DF | No | Transmutation |
| <i>Effect:</i> Creates a magic booby trap. | | | | <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level | | | | |
| Speak with Plants | 14 | None | 1 standard action | 13 minutes | Personal | V, S | No | Divination |
| <i>Effect:</i> You can talk to normal plants and plant creatures. | | | | <i>Target:</i> You | | | | |
| Spike Growth | 14 | Reflex partial | 1 standard action | 13 hours [D] | Medium (230 Feet) | V, S, DF | Yes | Transmutation |
| <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed. | | | | <i>Target:</i> 13 20-ft. squares | | | | |
| Summon Nature's Ally II | 14 | None | 1 round | 13 rounds [D] | Close (55 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 | | | | |
| Wind Wall | 14 | None; see text | 1 standard action | 13 rounds | Medium (230 Feet) | V, S, M/DF | Yes | Evocation [Air] |
| <i>Effect:</i> Deflects arrows, smaller creatures, and gases. | | | | <i>Target:</i> Wall up to 130 ft. long and 65 ft. high [S] | | | | |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|-------------------------------------------------------------------------------------------|----|---------------------------------|-------------------|----------------------------------------------------------------------------------------------|-----------------|------------|--------------------------|-----------------------|
| Command Plants | 15 | Will negates | 1 standard action | 13 days | Close (55 Feet) | V | Yes | Transmutation |
| <i>Effect:</i> Sway the actions of one or more plant creatures. | | | | <i>Target:</i> Up to 13 HD of plant creatures, no two of which can be more than 30 ft. apart | | | | |
| Cure Moderate Wounds | 15 | 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 | | | | <i>Target:</i> Creature touched | | | | |
| Darkvision | 15 | Will negates (harmless) | 1 standard action | 13 hours | Touch | V, S, M | Yes (harmless) | Transmutation |
| <i>Effect:</i> See 60 ft. in total darkness. | | | | <i>Target:</i> Creature touched | | | | |
| Diminish Plants | 15 | None | 1 standard action | Instantaneous | See text | V, S, DF | No | Transmutation |
| <i>Effect:</i> Reduces size or blights growth of normal plants. | | | | <i>Target:</i> See text | | | | |
| Magic Fang, Greater | 15 | Will negates (harmless) | 1 standard action | 13 hours | Close (55 Feet) | V, S, DF | Yes (harmless) | Transmutation |
| <i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls. | | | | <i>Target:</i> One living creature | | | | |
| Neutralize Poison | 15 | Will negates (harmless, object) | 1 standard action | 130 minutes | Touch | V, S, M/DF | Yes (harmless, object) | Conjuration (Healing) |
| <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject. | | | | <i>Target:</i> Creature or object of up to 13 cu. ft. touched | | | | |
| Plant Growth | 15 | 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 | 15 | None | 1 standard action | 13 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 | 15 | 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 | 15 | None or Will negates; see text | 1 standard action | 130 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 | 15 | None | 1 round | 13 rounds [D] | Close (55 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 | 15 | None | 1 standard action | 13 hours [D] | Personal | V, S, DF | No | Transmutation |
| <i>Effect:</i> You look exactly like a tree for 13 hours. | | | | <i>Target:</i> You | | | | |
| Water Walk | 15 | Will negates (harmless) | 1 standard action | 130 minutes [D] | Touch | V, S, DF | Yes (harmless) | Transmutation [Water] |
| <i>Effect:</i> Subject treads on water as if solid. | | | | <i>Target:</i> 13 touched creatures | | | | |

* =Domain/Speciality Spell