

Eirik Male Human Rgr11

NAME

Rgr11

CLASS

110000

EXPERIENCE

11

TCL

66000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'4"

HEIGHT

228 lbs

WEIGHT

0

AGE

Male

GENDER

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	14	+2	14	+2
CHA Charisma	14	+2	14	+2

HP

hit points

68

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

SAVING THROWS

FORTITUDE

(constitution)

+8

REFLEX

(dexterity)

+11

WILLPOWER

(wisdom)

+5

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+12/+7/+2

RANGED

attack bonus

+15/+10/+5

GRAPPLE

attack bonus

+12/+7/+2

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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	50.0	Medium	100.0
Lift over head	150.0	Lift off ground	300.0
		Push / Drag	750.0

FEATS	
Combat Reflexes	See Text
Deceitful	See Text
Endurance	See Text
Improved Precise Shot	See Text
Manyshot	See Text
Quicken Spell	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Stealthy	See Text
Track	See Text
Track	See Text

SKILLS

MAX RANKS

14/7

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

15

=

1

+

14.0

+

Concentration

CON

11

=

1

+

10.0

+

Craft (Bowmaking)

INT

10

=

4

+

6.0

+

Craft (Stonemasonry)

INT

17

=

4

+

13.0

+

Heal

WIS

18

=

2

+

14.0

+

2

Jump

STR

3

=

1

+

2.0

+

Knowledge (Dungeoneering)

INT

5

=

4

+

1.0

+

Knowledge (Geography)

INT

17

=

4

+

13.0

+

Knowledge (Nature)

INT

20

=

4

+

14.0

+

2

Listen

WIS

14

=

2

+

12.0

+

Profession (Hunter)

WIS

16

=

2

+

14.0

+

Ride

DEX

18

=

4

+

14.0

+

Survival

WIS

17

=

2

+

13.0

+

2

Use Rope

DEX

18

=

4

+

14.0

+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Animal Companion (Ex)

Combat Style Mastery (Ex) - Ranger Archery

Evasion (Ex)

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

Celestial, Common, Draconic, Giant, Orc

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	0	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	22 hours [D]	Close (50 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 22 hours.</i>								
Animal Messenger	13	None; see text	1 standard action	11 days	Close (50 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	13	Will negates; see text	1 standard action	11 minutes	Close (50 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	13	Will negates	1 standard action	11 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	13	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 11 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	13	None	1 standard action	Concentration, up to 10 minutes [D]	Long (840 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	13	None	1 standard action	Instantaneous	Close (50 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	13	None	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	13	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	13	Reflex partial; see text	1 standard action	11 minutes [D]	Long (840 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	13	Will negates (harmless)	1 standard action	110 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 11 subjects.</i>				<i>Target: 11 creatures touched</i>				
Jump	13	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	13	None	1 standard action	11 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	13	Will negates (harmless)	1 standard action	11 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	13	Will negates (harmless)	1 standard action	11 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 11 subjects leaves no tracks.</i>				<i>Target: 11 creatures touched</i>				
Read Magic	13	None	1 standard action	110 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	13	Fortitude negates (harmless)	1 standard action	110 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	13	None	1 standard action	11 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	13	None	1 round	11 rounds [D]	Close (50 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	14	None	1 standard action	110 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	14	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 11 minutes.</i>				<i>Target: Creature touched</i>				
Cure Light Wounds	14	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	14	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 11 rounds.</i>				<i>Target: One animal</i>				
Owl's Wisdom	14	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 11 minutes.</i>				<i>Target: Creature touched</i>				
Protection from Energy	14	Fortitude negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 132 points of damage from one kind of energy.</i>				<i>Target: Creature touched</i>				
Snare	14	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	14	None	1 standard action	11 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>				<i>Target: You</i>				
Spike Growth	14	Reflex partial	1 standard action	11 hours [D]	Medium (210 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>				<i>Target: 11 20-ft. squares</i>				
Summon Nature's Ally II	14	None	1 round	11 rounds [D]	Close (50 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	14	None; see text	1 standard action	11 rounds	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>				<i>Target: Wall up to 110 ft. long and 55 ft. high [S]</i>				

* =Domain/Specialty Spell