

Yevgenii Male Human Rgr14

NAME

Rgr14

CLASS

182000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'10"

HEIGHT

180 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	21	+5	21	+5
CON Constitution	12	+1	12	+1
INT Intelligence	14	+2	14	+2
WIS Wisdom	18	+4	18	+4
CHA Charisma	13	+1	13	+1

HP

hit points

82

AC

armor class

15

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

+5

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+14/+9/+4

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+10

REFLEX

(dexterity)

+14

WILLPOWER

(wisdom)

+8

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+15/+10/+5

RANGED

attack bonus

+19/+14/+9

GRAPPLE

attack bonus

+15/+10/+5

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+15/+10/+5

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	
Combat Reflexes	See Text
Endurance	See Text
Improved Precise Shot	See Text
Manyshot	See Text
Point Blank Shot	See Text
Rapid Shot	See Text
Run	See Text
Self Sufficient	See Text
Skill Focus (Craft (Woodworking))	See Text
Track	See Text
Track	See Text
Weapon Focus (Longsword)	See Text

SKILLS

MAX RANKS

17/8.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

14

=

1

+

13.0

+

Craft (Bowmaking)

INT

16

=

2

+

14.0

+

Craft (Carpentry)

INT

18

=

2

+

16.0

+

Craft (Leatherworking)

INT

16

=

2

+

14.0

+

Craft (Woodworking)

INT

22

=

2

+

17.0

+

3

Hide

DEX

19

=

5

+

14.0

+

Knowledge (Dungeoneering)

INT

19

=

2

+

17.0

+

Profession (Hunter)

WIS

19

=

4

+

15.0

+

Survival

WIS

23

=

4

+

17.0

+

2

Use Rope

DEX

21

=

5

+

16.0

+

=

+

+

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES

Animal Companion (Ex)

Camouflage (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

Common, Draconic, 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	3	2	2	1	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	15	None	1 standard action	28 hours [D]	Close (60 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 28 hours.								
Animal Messenger	15	None; see text	1 standard action	14 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	15	Will negates; see text	1 standard action	14 minutes	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.								
Charm Animal	15	Will negates	1 standard action	14 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.								
Delay Poison	15	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 14 hours.								
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (960 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.								
Detect Poison	15	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	15	None	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.								
Endure Elements	15	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	15	Reflex partial; see text	1 standard action	14 minutes [D]	Long (960 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.								
Hide from Animals	15	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 14 subjects.								
Jump	15	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.								
Longstrider	15	None	1 standard action	14 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.								
Magic Fang	15	Will negates (harmless)	1 standard action	14 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	15	Will negates (harmless)	1 standard action	14 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 14 subjects leaves no tracks.								
Read Magic	15	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
Resist Energy	15	Fortitude negates (harmless)	1 standard action	140 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	15	None	1 standard action	14 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I	15	None	1 round	14 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	16	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.								
Cat's Grace	16	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 14 minutes.								
Cure Light Wounds	16	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	16	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 14 rounds.								
Owl's Wisdom	16	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.								
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 168 points of damage from one kind of energy.								
Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Creates a magic booby trap.								
Speak with Plants	16	None	1 standard action	14 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can talk to normal plants and plant creatures.								
Spike Growth	16	Reflex partial	1 standard action	14 hours [D]	Medium (240 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.								
Summon Nature's Ally II	16	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Wind Wall	16	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
<i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S]								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	17	Will negates	1 standard action	14 days	Close (60 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.								
Cure Moderate Wounds	17	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	17	Will negates (harmless)	1 standard action	14 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.								
Diminish Plants	17	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	17	Will negates (harmless)	1 standard action	14 hours	Close (60 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.								
Neutralize Poison	17	Will negates (harmless, object)	1 standard action	140 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	17	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	17	None	1 standard action	14 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	17	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	17	None or Will negates; see text	1 standard action	140 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	17	None	1 round	14 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	17	None	1 standard action	14 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 14 hours.				<i>Target:</i> You				
Water Walk	17	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 14 touched creatures				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	18	Fortitude negates	1 standard action	14 minutes	Medium (240 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	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
<i>Effect:</i> Learn about terrain for 14 miles.				<i>Target:</i> You				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+14 damage				<i>Target:</i> Creature touched				
Freedom of Movement	18	Will negates (harmless)	1 standard action	140 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	18	Will negates (harmless, object)	1 standard action	14 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	18	None	1 round	14 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	18	None	1 standard action	14 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