

Heust Male Elf Rgr17

NAME

Rgr17

CLASS

272000

EXPERIENCE

17

153000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

4'9"

HEIGHT

101 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

Chaotic Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	24	+7	24	+7
CON Constitution	10	+0	10	+0
INT Intelligence	13	+1	13	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

HP
hit points

93

WOUNDS/CURRENT HP

AC
armor class

17

TOTAL

FLAT

TOUCH

BASE

INITIATIVE
modifier

+7

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+17/+12/+7/+2

SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
		Walk 30'
ARMOR BONUS	SHIELD BONUS	ARCANE SPELL FAILURE
STAT MODIFIER	SIZE MODIFIER	ARMOR CHECK PENALTY
NATURAL ARMOR MODIFIER	MISC MODIFIER	SPELL RESISTANCE
MISS CHANCE		

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus						
GRAPPLE attack bonus						

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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS

Combat Reflexes	See Text
Deflect Arrows	See Text
Endurance	See Text
Greater Two Weapon Fighting	See Text
Improved Two Weapon Fighting	See Text
Improved Unarmed Strike	See Text
Power Attack	See Text
Quick Draw	See Text
Toughness (1x)	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Bowmaking)	INT	17	= 1	+ 16.0	+
Craft (Pottery)	INT	10	= 1	+ 9.0	+
Craft (Shipmaking)	INT	7	= 1	+ 6.0	+
Handle Animal	CHA	11	= 1	+ 10.0	+
Hide	DEX	27	= 7	+ 20.0	+
Knowledge (Nature)	INT	23	= 1	+ 20.0	2
Move Silently	DEX	17	= 7	+ 10.0	+
Search	INT	17	= 1	+ 14.0	2
Survival	WIS	18	= 1	+ 17.0	+
Swim	STR	23	= 4	+ 19.0	+

= +

✓ : 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)

Hide in Plain Sight (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, 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, Elven

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	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	12	None	1 standard action	34 hours [D]	Close (65 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 34 hours.</i>								
Animal Messenger	12	None; see text	1 standard action	17 days	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Sends a Tiny animal to a specific place.</i>								
Calm Animals	12	Will negates; see text	1 standard action	17 minutes	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms [2d4 + level] HD of animals.</i>								
Charm Animal	12	Will negates	1 standard action	17 hours	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>								
Delay Poison	12	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 17 hours.</i>								
Detect Animals or Plants	12	None	1 standard action	Concentration, up to 10 minutes [D]	Long (1080 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>								
Detect Poison	12	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
<i>Effect: Detects poison in one creature or small object.</i>								
Detect Snares and Pits	12	None	1 standard action	Concentration, up to 170 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>								
Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect: Exist comfortably in hot or cold environments.</i>								
Entangle	12	Reflex partial; see text	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S, DF	No	Transmutation
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>								
Hide from Animals	12	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 17 subjects.</i>								
Jump	12	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>								
Longstrider	12	None	1 standard action	17 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>								
Magic Fang	12	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>								
Pass without Trace	12	Will negates (harmless)	1 standard action	17 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 17 subjects leaves no tracks.</i>								
Read Magic	12	None	1 standard action	170 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>								
Resist Energy	12	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>								
Speak with Animals	12	None	1 standard action	17 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>								
Summon Nature's Ally I	12	None	1 round	17 rounds [D]	Close (65 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	13	None	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: Grants +5 enhancement to natural armor.</i>								
Cat's Grace	13	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 17 minutes.</i>								
Cure Light Wounds	13	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>								
Hold Animal	13	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 17 rounds.</i>								
Owl's Wisdom	13	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 17 minutes.</i>								
Protection from Energy	13	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 204 points of damage from one kind of energy.</i>								
Snare	13	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect: Creates a magic booby trap.</i>								
Speak with Plants	13	None	1 standard action	17 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>								
Spike Growth	13	Reflex partial	1 standard action	17 hours [D]	Medium (270 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>								
Summon Nature's Ally II	13	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>								
Wind Wall	13	None; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>								
<i>Target: Wall up to 170 ft. long and 85 ft. high [S]</i>								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	14	Will negates	1 standard action	17 days	Close (65 Feet)	V	Yes	Transmutation
<i>Effect: Sway the actions of one or more plant creatures.</i>								
Cure Moderate Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 2d8+10 damage</i>								
Darkvision	14	Will negates (harmless)	1 standard action	17 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect: See 60 ft. in total darkness.</i>								
Diminish Plants	14	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect: Reduces size or blights growth of normal plants.</i>								
Magic Fang, Greater	14	Will negates (harmless)	1 standard action	17 hours	Close (65 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +5 on attack and damage rolls.</i>								
Neutralize Poison	14	Will negates (harmless, object)	1 standard action	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect: Immunizes subject against poison, detoxifies venom in or on subject.</i>								
Plant Growth	14	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect: Grows vegetation, improves crops.</i>								
<i>Target: See text</i>								

* = Domain/Specialty Spell

Ranger Spells

Reduce Animal	14	None	1 standard action	17 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	14	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	14	None or Will negates; see text	1 standard action	170 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	14	None	1 round	17 rounds [D]	Close (65 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	14	None	1 standard action	17 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 17 hours.				<i>Target:</i> You				
Water Walk	14	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 17 touched creatures				

* =Domain/Speciality Spell