

Grima Female Half-Elf Rgr15

NAME

Rgr15

CLASS

210000

EXPERIENCE

15

TCL

120000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+11

=

+9

+

+2

+

+0

+

+0

+

conditional modifiers

+14

=

+9

+

+5

+

+0

+

+0

+

+6

=

+5

+

+1

+

+0

+

+0

+

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+19/+14/+9

=

+15/+10/+5

+

+4

+

+0

+

+0

+

+20/+15/+10

=

+15/+10/+5

+

+5

+

+0

+

+0

+

+19/+14/+9

=

+15/+10/+5

+

+4

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+19/+14/+9	1d3+4	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
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WEIGHT ALLOWANCE					
Light	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Combat Reflexes	See Text
Deceitful	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
Self Sufficient	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text
Weapon Focus (Quarterstaff)	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'6"

HEIGHT

106 lbs

WEIGHT

0

AGE

Female

GENDER

HP
hit points

105

WOUNDS/CURRENT HP

AC
armor class

15

TOTAL

:

10

:

15

:

10

=

BASE

INITIATIVE
modifier

+5

=

+5

+

+0

MISC MODIFIER

BASE ATTACK
bonus

+15/+10/+5

DEITY

5'6"

HEIGHT

106 lbs

WEIGHT

0

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

0

+

SHIELD BONUS

0

+

STAT MODIFIER

5

+

SIZE MODIFIER

0

+

NATURAL ARMOR MODIFIER

0

+

MISC MODIFIER

0

+

MISS CHANCE

SKILLS					MAX RANKS	18/9
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Carpentry)	INT	13	= 1	+ 12.0	+	
Craft (Pottery)	INT	15	= 1	+ 14.0	+	
Craft (Sculpting)	INT	12	= 1	+ 11.0	+	
Heal	WIS	19	= 1	+ 16.0	+ 2	
Knowledge (Architecture and Engineering)	INT	3	= 1	+ 2.5	+	
Knowledge (Dungeoneering)	INT	18	= 1	+ 17.0	+	
Listen	WIS	19	= 1	+ 17.0	+ 1	
Move Silently	DEX	23	= 5	+ 18.0	+	
Profession (Miner)	WIS	18	= 1	+ 17.0	+	
					= _____ + _____ + _____	
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Animal Companion (Ex)	
Camouflage (Ex)	
Combat Style Mastery (Ex) - Ranger Two Weapon Fighting	
Elven Blood	
Evasion (Ex)	
Immunity to sleep spells and similar magical 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, Dwarven, 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	1	0	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	30 hours [D]	Close (60 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 30 hours.</i>								
Animal Messenger	12	None; see text	1 standard action	15 days	Close (60 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	12	Will negates; see text	1 standard action	15 minutes	Close (60 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	12	Will negates	1 standard action	15 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	12	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 15 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	12	None	1 standard action	Concentration, up to 10 minutes [D]	Long (1000 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	12	None	1 standard action	Instantaneous	Close (60 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	12	None	1 standard action	Concentration, up to 150 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</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>				<i>Target: Creature touched</i>				
Entangle	12	Reflex partial; see text	1 standard action	15 minutes [D]	Long (1000 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	12	Will negates (harmless)	1 standard action	150 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 15 subjects.</i>				<i>Target: 15 creatures touched</i>				
Jump	12	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	12	None	1 standard action	15 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	12	Will negates (harmless)	1 standard action	15 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	12	Will negates (harmless)	1 standard action	15 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 15 subjects leaves no tracks.</i>				<i>Target: 15 creatures touched</i>				
Read Magic	12	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	12	Fortitude negates (harmless)	1 standard action	150 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	12	None	1 standard action	15 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	12	None	1 round	15 rounds [D]	Close (60 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	150 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: Grants +5 enhancement to natural armor.</i>				<i>Target: Living creature touched</i>				
Cat's Grace	13	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 15 minutes.</i>				<i>Target: Creature touched</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>				<i>Target: Creature touched</i>				
Hold Animal	13	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 15 rounds.</i>				<i>Target: One animal</i>				
Owl's Wisdom	13	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 15 minutes.</i>				<i>Target: Creature touched</i>				
Protection from Energy	13	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 180 points of damage from one kind of energy.</i>				<i>Target: Creature touched</i>				
Snare	13	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	13	None	1 standard action	15 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>				<i>Target: You</i>				
Spike Growth	13	Reflex partial	1 standard action	15 hours [D]	Medium (250 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>				<i>Target: 15 20-ft. squares</i>				
Summon Nature's Ally II	13	None	1 round	15 rounds [D]	Close (60 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	13	None; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>				<i>Target: Wall up to 150 ft. long and 75 ft. high [S]</i>				

* =Domain/Specialty Spell