

Drusistrialia Female Elf
Abjurer4Rgr8

NAME
Abj4 Rgr8
CLASS
12
TCL
68000
EXPERIENCE
78000
NEXT LEVEL

NPC

PLAYERNAME
Elf
Medium
RACE
SIZE
0
Female
AGE
GENDER

DEITY
4'11"
116 lbs
HEIGHT
WEIGHT
EYES
HAIR

Chaotic Evil

ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME
STR 18 +4 18 +4
DEX 21 +5 21 +5
CON 11 +0 11 +0
INT 19 +4 19 +4
WIS 13 +1 13 +1
CHA 12 +1 12 +1

HP 42
AC 15
WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION

SPEED
Walk 30'
0 +0 0

INITIATIVE +5 = +5 + +0
TOTAL DEX MODIFIER MISC MODIFIER
BASE ATTACK +10/+5
bonus

SAVING THROWS
FORTITUDE +7 = +7 + +0 + +0 +
REFLEX +12 = +7 + +5 + +0 +
WILLPOWER +7 = +6 + +1 + +0 +

MELEE +14/+9 = +10/+5 + +4 + +0 + +0 +
RANGED +15/+10 = +10/+5 + +5 + +0 + +0 +
GRAPPLE +14/+9 = +10/+5 + +4 + +0 + +0 +

UNARMED TOTAL ATTACK BONUS +14/+9 DAMAGE 1d3+4 CRITICAL 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 100.0 Medium 200.0 Heavy 300.0
Lift over head 300.0 Lift off ground 600.0 Push / Drag 1500.0

FEATS
Endurance See Text
Improved Unarmed Strike See Text
Manyslot See Text
Point Blank Shot See Text
Quickened Spell See Text
Rapid Reload (Crossbow (Light)) See Text
Rapid Shot See Text
Scribe Scroll See Text
Scribe Scroll See Text
Track See Text
Track See Text
Weapon Finesse See Text

PROHIBITED
Enchantment,Necromancy

SKILLS
Craft (Alchemy) INT 15 = 4 + 11.0 +
Craft (Leatherworking) INT 13 = 4 + 9.0 +
Craft (Painting) INT 13 = 4 + 9.0 +
Craft (Sculpting) INT 11 = 4 + 7.0 +
Craft (Weaponsmithing) INT 15 = 4 + 11.0 +
Knowledge (Dungeoneering) INT 13 = 4 + 9.0 +
Knowledge (Geography) INT 13 = 4 + 9.0 +
Knowledge (History) INT 9 = 4 + 5.0 +
Knowledge (Nature) INT 15 = 4 + 9.0 + 2
Knowledge (Nobility and Royalty) INT 12 = 4 + 8.0 +
Knowledge (Religion) INT 10 = 4 + 6.0 +
Move Silently DEX 15 = 5 + 10.0 +
Profession (Hunter) WIS 10 = 1 + 9.0 +
Ride DEX 7 = 5 + 2.0 +
Survival WIS 9 = 1 + 8.0 +

SPECIAL ABILITIES

+2 bonus to Spellcraft when learning Abjuration
+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)
Evasion (Ex)
Immunity to magic sleep effects.
Improved Combat Style (Ex) - Ranger Archery
Summon Familiar
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, Gnoll, Gnome, Goblin

Wizard 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	4	4	3	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (35 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	4 minute [D]	Medium (140 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	4 round	Close (35 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (35 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (35 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (35 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	4 rounds [D]	Close (35 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	40 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (35 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	40 minutes	Medium (140 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (35 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	4 hour	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (35 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	40 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	4 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	4 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	15	None	1 standard action	4 minutes [D]	Personal	V, S	No	Transmutation
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	15	None; see text	1 standard action	4 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	4 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	4 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	4 minutes [D]	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	16	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	4 hours	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□□ Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	16	Will negates (blinding only)	1 standard action	4 rounds	Medium (140 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	4 round	60 ft.	V, S	Yes	Evocation [Air]

* =Domain/Specialty Spell

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	0	0	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm <i>Effect:</i> Wards an area for 16 hours.	12	None	1 standard action	16 hours [D]	Close (45 Feet)	V, S, F/DF	No	Abjuration
□□□□□ Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	12	None; see text	1 standard action	8 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Specialty Spell

Ranger Spells

□□□□□Calm Animals	12	Will negates; see text	1 standard action	8 minutes	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.								
□□□□□Charm Animal	12	Will negates	1 standard action	8 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.								
□□□□□Delay Poison	12	Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 8 hours.								
□□□□□Detect Animals or Plants	12	None	1 standard action	Concentration, up to 10 minutes [D]	Long (720 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.								
□□□□□Detect Poison	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.								
□□□□□Detect Snares and Pits	12	None	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.								
□□□□□Endure Elements	12	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	12	Reflex partial; see text	1 standard action	8 minutes [D]	Long (720 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.								
□□□□□Hide from Animals	12	Will negates (harmless)	1 standard action	80 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 8 subjects.								
□□□□□Jump	12	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.								
□□□□□Longstrider	12	None	1 standard action	8 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.								
□□□□□Magic Fang	12	Will negates (harmless)	1 standard action	8 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	12	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 8 subjects leaves no tracks.								
□□□□□Read Magic	12	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
□□□□□Resist Energy	12	Fortitude negates (harmless)	1 standard action	80 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	12	None	1 standard action	8 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.								
□□□□□Summon Nature's Ally I	12	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
<i>Target:</i> One summoned creature								

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