

Bolendd Male Dwarf Rgr19

NPC

Neutral Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Rgr19	342000	Dwarf	Darkvision (60'), Normal
CLASS	EXPERIENCE	RACE	VISION
19	190000	0	0
TCL	NEXT LEVEL	AGE	POINTS
		Medium	
		SIZE	
		4'2"	
		HEIGHT	
		170 lbs	
		WEIGHT	
		Male	
		GENDER	
		EYES	
		HAIR	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	21	+5	21	+5
CON Constitution	14	+2	14	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	10	+0	10	+0

HP hit points	119	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
AC armor class	15	10	15	10	0	0	5	0	0	0	Walk 20'
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANGE

INITIATIVE modifier	+5	+5	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+19/+14/+9/+4		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Craft (Pottery)	INT	13	= 1	+ 12.0	
Craft (Stonemasonry)	INT	22	= 1	+ 19.0	2
Knowledge (Dungeoneering)	INT	23	= 1	+ 22.0	
Knowledge (Geography)	INT	17	= 1	+ 16.0	
Knowledge (Nature)	INT	23	= 1	+ 22.0	
✓ Listen	WIS	24	= 4	+ 20.0	
✓ Move Silently	DEX	26	= 5	+ 21.0	
✓ Use Rope	DEX	27	= 5	+ 22.0	

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+13	+11	+2	+0	+0		
REFLEX (dexterity)	+18	+11	+5	+0	+2		
WILLPOWER (wisdom)	+12	+6	+4	+0	+2		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+22/+17/+12/+7	+19/+14/+9/+4	+3	+0	+0	
RANGED attack bonus	+24/+19/+14/+9	+19/+14/+9/+4	+5	+0	+0	
GRAPPLE attack bonus	+22/+17/+12/+7	+19/+14/+9/+4	+3	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	1d3+3	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	Medium	Heavy
Lift over head	76.0	153.0	230.0
Lift off ground	230.0	460.0	1150.0
			Push / Drag

FEATS	
Dodge	See Text
Endurance	See Text
Extend Spell	See Text
Greater Two Weapon Fighting	See Text
Improved Two Weapon Fighting	See Text
Iron Will	See Text
Lightning Reflexes	See Text
Skill Focus (Craft (Pottery), Knowledge (Geography))	See Text
Still Spell	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.
- Animal Companion (Ex)
- Camouflage (Ex)
- Combat Style Mastery (Ex) - Ranger Two Weapon Fighting
- Evasion (Ex)
- Hide in Plain Sight (Ex)
- Stability
- Stonecunning
- 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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Undercommon

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	4	4	4	3	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
Alarm	15	None	1 standard action	38 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration		
<i>Effect:</i> Wards an area for 38 hours.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space						
Animal Messenger	15	None; see text	1 standard action	19 days	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]		
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal						
Calm Animals	15	Will negates; see text	1 standard action	19 minutes	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]		
<i>Effect:</i> Calms [2d4 + level] HD of animals.				<i>Target:</i> Animals within 30 ft. of each other						
Charm Animal	15	Will negates	1 standard action	19 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]		
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal						
Delay Poison	15	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)		
<i>Effect:</i> Stops poison from harming subject for 19 hours.				<i>Target:</i> Creature touched						
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (1160 Feet)	V, S	No	Divination		
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation						
Detect Poison	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination		
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube						
Detect Snares and Pits	15	None	1 standard action	Concentration, up to 190 minutes [D]	60 ft.	V, S	No	Divination		
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation						
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.				<i>Target:</i> Creature touched						
Entangle	15	Reflex partial; see text	1 standard action	19 minutes [D]	Long (1160 Feet)	V, S, DF	No	Transmutation		
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread						
Hide from Animals	15	Will negates (harmless)	1 standard action	190 minutes [D]	Touch	S, DF	Yes	Abjuration		
<i>Effect:</i> Animals can't perceive 19 subjects.				<i>Target:</i> 19 creatures touched						
Jump	15	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M	Yes	Transmutation		
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched						
Longstrider	15	None	1 standard action	19 hours [D]	Personal	V, S, M	No	Transmutation		
<i>Effect:</i> Increases your speed.				<i>Target:</i> You						
Magic Fang	15	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation		
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.				<i>Target:</i> Living creature touched						
Pass without Trace	15	Will negates (harmless)	1 standard action	19 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation		
<i>Effect:</i> 19 subjects leaves no tracks.				<i>Target:</i> 19 creatures touched						
Read Magic	15	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination		
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You						
Resist Energy	15	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration		
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched						
Speak with Animals	15	None	1 standard action	19 minutes	Personal	V, S	No	Divination		
<i>Effect:</i> You can communicate with animals.				<i>Target:</i> You						
Summon Nature's Ally I	15	None	1 round	19 rounds [D]	Close (70 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	190 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation		
<i>Effect:</i> Grants +5 enhancement to natural armor.				<i>Target:</i> Living creature touched						
Cat's Grace	16	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes	Transmutation		
<i>Effect:</i> Subject gains +4 to Dex for 19 minutes.				<i>Target:</i> Creature touched						
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				<i>Target:</i> Creature touched						
Hold Animal	16	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]		
<i>Effect:</i> Paralyzes one animal for 19 rounds.				<i>Target:</i> One animal						
Owl's Wisdom	16	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation		
<i>Effect:</i> Subject gains +4 to Wis for 19 minutes.				<i>Target:</i> Creature touched						
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration		
<i>Effect:</i> Absorb 228 points of damage from one kind of energy.				<i>Target:</i> Creature touched						
Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation		
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level						
Speak with Plants	16	None	1 standard action	19 minutes	Personal	V, S	No	Divination		
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You						
Spike Growth	16	Reflex partial	1 standard action	19 hours [D]	Medium (290 Feet)	V, S, DF	Yes	Transmutation		
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 19 20-ft. squares						
Summon Nature's Ally II	16	None	1 round	19 rounds [D]	Close (70 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						
Wind Wall	16	None; see text	1 standard action	19 rounds	Medium (290 Feet)	V, S, M/DF	Yes	Evocation [Air]		
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 190 ft. long and 95 ft. high [S]						

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
Command Plants	17	Will negates	1 standard action	19 days	Close (70 Feet)	V	Yes	Transmutation		
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 19 HD of plant creatures, no two of which can be more than 30 ft. apart						
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				<i>Target:</i> Creature touched						
Darkvision	17	Will negates (harmless)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless)	Transmutation		
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched						
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.				<i>Target:</i> See text						
Magic Fang, Greater	17	Will negates (harmless)	1 standard action	19 hours	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation		
<i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.				<i>Target:</i> One living creature						
Neutralize Poison	17	Will negates (harmless, object)	1 standard action	190 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)		
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 19 cu. ft. touched						
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 <i>Effect:</i> Shrinks one willing animal.	17	None	1 standard action	19 hours [D]	Touch	V, S	No	Transmutation
□□□□□	Remove Disease <i>Effect:</i> Cures all diseases affecting subject.	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
□□□□□	Repel Vermin <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.	17	None or Will negates; see text	1 standard action	190 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
□□□□□	Summon Nature's Ally III <i>Effect:</i> Calls creature to fight.	17	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
□□□□□	Tree Shape <i>Effect:</i> You look exactly like a tree for 19 hours.	17	None	1 standard action	19 hours [D]	Personal	V, S, DF	No	Transmutation
□□□□□	Water Walk <i>Effect:</i> Subject treads on water as if solid.	17	Will negates (harmless)	1 standard action	190 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Animal Growth <i>Effect:</i> One animal/two levels doubles in size.	18	Fortitude negates	1 standard action	19 minutes	Medium (290 Feet)	V, S	Yes	Transmutation
□□□□□ Commune with Nature <i>Effect:</i> Learn about terrain for 19 miles.	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
□□□□□ Cure Serious Wounds <i>Effect:</i> Cures 3d8+15 damage	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Freedom of Movement <i>Effect:</i> Subject moves normally despite impediments.	18	Will negates (harmless)	1 standard action	190 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
□□□□□ Nondetection <i>Effect:</i> Hides subject from divination, scrying.	18	Will negates (harmless, object)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
□□□□□ Summon Nature's Ally IV <i>Effect:</i> Calls creature to fight.	18	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
□□□□□ Tree Stride <i>Effect:</i> Step from one tree to another far away.	18	None	1 standard action	19 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)

* =Domain/Speciality Spell